

PRIMA'S OFFICIAL STRATEGY GUIDE

HOMEWORLD[®] CATAclysm[™]

**ATTACKING,
DEFENDING,
AND HARVESTING
STRATEGIES!**



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STUDIOS



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HOMEWORLDTM CATAclysmTM

Prima's Official Strategy Guide

Greg Kramer





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DEDICATION

To all who tolerate me. You astound me, Dee.

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Thanks to all those who crew my mothership: Dee, Adam, Mel, Jackie, Lloyd, Carol, Joe, and Elizabeth.

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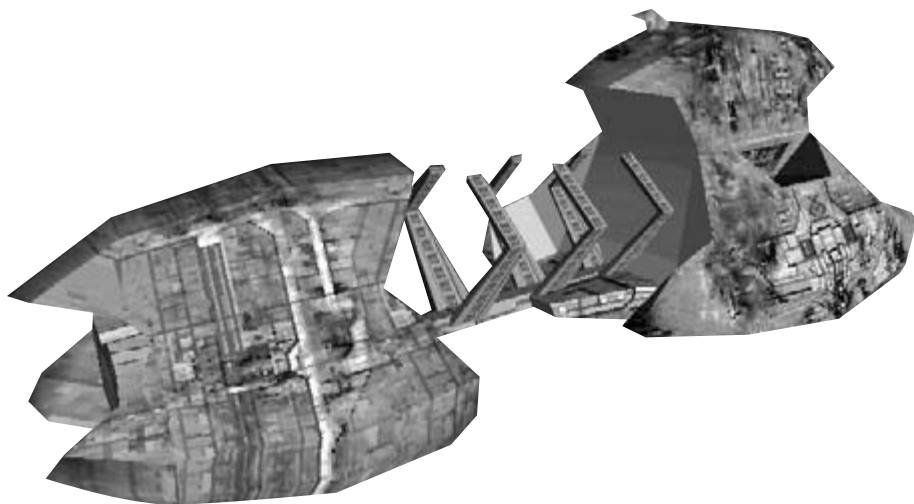
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INTRODUCTION: HOMEWORLD- BOUND AGAIN



GUIDE TO THE GUIDE

This guide is structured to serve players of all stripes, not just those who want to know how to navigate the solo campaign.

Veterans of *Homeworld* and newcomers alike will learn from the tips and techniques described here.

Online players can get their fill as well with multiplayer information covering the traditional Sontaaw fleet and the radically new Beast fleet.

And, of course, we have full, detailed walkthroughs of each of the 17 single-player missions. Whether you want just an overview or step-by-step instructions, these chapters give you what you need. Each walkthrough provides the most general information at the start and goes into more detail as you read on.



INTRODUCTION

This guide is organized as follows:

- ☞ **Part I: Ships and Technology** discusses the game hardware in detail, including chapters on ships from all four races and a meticulous climb up the solo game's technology tree.
- ☞ **Part II: General Strategies** offers guidance for both veteran *Homeworld* players and those new to this burgeoning franchise. Learn to travel, fight, defend, and harvest like a pro.
- ☞ **Part III: Single Player Walkthroughs** provide guidance, both general and specific, for each single-player mission. These chapters tell you what to expect and offer strategies that can make your quest easier and more exciting.



INTRODUCTION

A NOTE ON THE MANUAL

This guide presumes that you're familiar with all the basic techniques and commands of the game to the extent that they're described in the manual that comes with *Homeworld Cataclysm*. Every effort is made to avoid repeating information from the manual, though some overlap is inevitable and, often, even desirable.

GAME DIFFICULTY

The single-player walkthroughs are written based on the Normal difficulty level.

As the game is structured, the other difficulty levels are variations on the Normal level. The variances to the Normal difficulty levels are:

👁 **Very Easy:** Six times Normal Health for player's ships, one-fourth Normal building time (ships take a shorter time to build than Normal), one-fourth Normal building cost (ships are cheaper than Normal), double Normal weapon damage, significant reduction in the number of Normal enemy forces.

👁 **Easy:** Triple Normal Health for player's ships, one-half Normal building time, one-half Normal building cost, minor reductions in the number of Normal enemy forces.

👁 **Normal:** This level described in walkthrough.

👁 **Hard:** Player's ship's health reduced to 85 percent of Normal.

👁 **Very Hard:** Player's ship's health reduced to 70 percent of Normal.

Take note of these differences to ensure that you won't encounter nasty surprises based on your choice of difficulty level.

If you play on the Very Easy or Easy level, you'll see fewer enemies than are described in the walkthroughs. Also, thanks to quicker building times and cheaper costs, it will be easier to build all of the ships the walkthroughs recommend. You'll also find your success in battle more pronounced because of your increased Health and the enemy's decreased strength.

If you play on Hard or Very Hard, you'll see precisely the enemies and events described in the walkthroughs, but you'll have more difficulty keeping your ships alive thanks to your vessels' reduced durability against enemies with the same Health found in the Normal difficulty level.

Here's what doesn't change based on difficulty level:

- 👁 The kinds of enemies
- 👁 The amount of resources available
- 👁 Firepower and armor

NEW IN HOMEWORLD CATACLYSM

Though not a full-fledged sequel, *Homeworld Cataclysm* sports so many new features that even grizzled veterans of the Kushan Exodus will need to learn their trade anew. Here are some of the most prominent differences:

MOTHERSHIP V. COMMAND SHIP

The Mothership has been replaced by the Command Ship. Unlike the Mothership of old, the Command Ship can move around the battlefield; it may not sound like a big deal, but it makes a huge difference. See the “Sontaaw Fleet” section for details.

RESEARCH

The Research Ship is no more. Instead, all research for the Sontaaw fleet is done on the Command Ship via modules—add-ons to the Command Ship constructed through the Build Manager. Each module specializes in certain technologies that are unlocked as the game progresses. For the Beast, there are no research facilities (except the Genetics Module). Instead, research is done through infecting and assimilating enemy ships. See “Technology and Research” for more information.

SUPPORT UNITS

Your Command Ship can only provide crew and supplies for a fixed fleet size. Without expansion, you’ll be limited to the built-in confines of the basic Command Ship. Relief comes in the form of Support Modules—annexes added to the Command Ship that allow it to host more and larger ships. Carriers, too, can be expanded with Support Modules. See “Support, Building, and System Management” for more information.



HARVESTING

There's more to harvest than just asteroids. Dust clouds, nebula ribbons, and the highly valuable, beautiful, and dangerous crystals all provide the resources you need to keep your fleet afloat. See "Harvesting Resources" for more information.

SHIPS

The entire Somtaaw fleet is composed of never-before-seen ships. Many of these vessels combine the abilities of ships from the original *Homeworld* into one. For example, the harvesting, repairing, and salvaging abilities are now all carried out by Workers—that is, once each ability has been researched. On the other side, the Beast fleet is comprised mainly of Somtaaw ships and those used by the other races (most of which were featured in the original game). However, it's the way that ships are acquired, upgraded, and built that makes playing as the Beast unique. The first three sections of this guide expand on this.

TECHNOLOGY

The technology structure has changed significantly. Research is opened by building modules. Once a module is built, all of its research topics become available either immediately (multiplayer) or gradually, triggered by events in the game (single-player). See "Technology and Research" for more information.

SENSORS MANAGER

You can now issue all commands, including targeting, through the Sensors Manager. See "Part II: General Strategies."

WAYPOINTS

It's easy to set a defined course for your ships with waypoints. Order your ships to navigate around enemies, explore uncharted space, or run patrol patterns. See "Navigation" for more information.

INTRODUCTION

UNEXPLORED SPACE

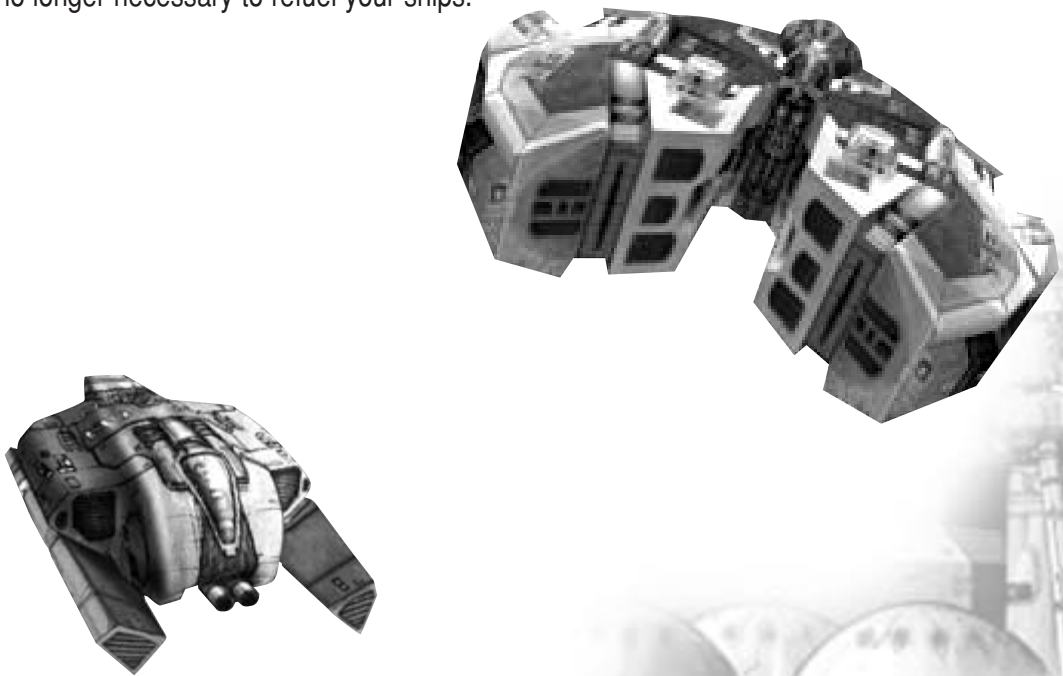
You can no longer see all of available space, only those areas your ships have scanned with their sensors. This “fog of war” effect realistically limits your fleet’s field of vision in areas outside its sphere of immediate presence. See “Part II: General Strategies.”

TIME COMPRESSION

If you want to speed up the game—during, say, a long resource collection period—you can make time pass eight times faster than normal with the push of a button. See “Part II: General Strategies” to learn how.

NO REFUELING

It’s no longer necessary to refuel your ships.



PART I



SHIPS & TECHNOLOGY



THE SOMTAAW FLEET

HOMEWORLD CATAclysm's SINGLE-PLAYER MISSIONS FEATURE A TOTALLY NEW COLLECTION OF SHIPS. SOME HAVE FEATURES SIMILAR TO THOSE OF SHIPS IN THE ORIGINAL GAME, BUT MOST SPORT EITHER COMBINED ATTRIBUTES OF OLD SHIPS OR ENTIRELY NEW ABILITIES ALTOGETHER.

NOTE

YOU NEED TO KNOW HOW TO FIGHT WITH and AGAINST ALL OF THESE SHIPS. THERE ARE TWO REASONS FOR THIS.

FIRST, THIS CHAPTER COVERS THE SOMTAAW SHIPS AS THEY APPEAR IN THE SINGLE-PLAYER CAMPAIGN AND IN MULTIPLAYER CONTESTS. YOU'LL FREQUENTLY BATTLE OTHER PLAYERS USING THE SAME FLEET.

SECOND, IN THE SOLO GAME, THE BEAST WILL INCREASINGLY ATTACK YOU WITH YOUR OWN SHIPS AS IT ACQUIRES YOUR TECHNOLOGY. THE STATS OF THE SHIP TYPES WILL CHANGE SLIGHTLY (SEE "BEAST FLEET"), BUT THEIR MODE OF ATTACK AND BASIC STRENGTHS AND WEAKNESSES ARE IDENTICAL.

The Somtaaw fleet reflects the Kiith's occupation in interstellar mining. The Command Ship begins with the ability to construct basic defensive combat vessels and Workers. This selection, of course, befits a mining vessel but doesn't suit an epic quest against well-armed evil. Even, however, as the *Kuun-Lan* cobbles together increasingly powerful combat ships, their appearance and abilities retain faint echoes of their foundation in mining technology.

Mastering these basic ships is essential to success in both the single-player missions and multiplayer contests. Because most Beast ships are constructed based on Somtaaw ships, knowing these ships goes far in preparing you to fight your enemies and direct Beast Command Ships yourself.

SOMTAAW SHIP SUMMARY

Ship	Cost	Build Time	Health	Firepower
Recon	40	0:16	80	40
Acolyte	75	0:12	220	85
Mimic	70	0:15	40	0
ACV	150	0:20	700	170
MCV	140	0:26	80	0
Ramming Frigate	650	1:00	11,000	2,500
Multibeam Frigate	700	1:00	10,000	3,900
Hive Frigate	575	1:00	10,000	1,400
Destroyer	3,000	2:30	40,000	8,500
Dreadnought	6,800	7:20	90,000	24,000
Carrier	3,400	6:40	42,000	4,200
Sentinel	70	0:20	500	290
Leech	40	0:10	50	0
Worker	500	0:45	3,300	0
Processor	1,100	1:08	25,000	2,500
Super Acolyte	300	0:25	1,000	7,800

PART I: SHIPS & TECHNOLOGY



Armor	Coverage (Percent)	Maneuvering	Max Speed	Support Units Required	Special Attack
25	4	Very High	1,050	2	—
70	6	Very High	825	2	Link, Missile
20	0	Very High	750	2	Mimic, Link
140	6	High	600	4	EMP, Unlink
40	0	High	550	4	Mimic, Unlink
4,700	6	Medium	398	10	Ram
4,000	90	Medium	370	12	—
3,800	12	Medium	390	20	Swarm
16,000	30	Low	325	38	—
85,000	80	Very Low	390	80	Repulse
65,000	80	Very Low	300	0	—
350	15	High	250	3	Force Field
30	0	Very High	1,250	2	Leech, Spy, Vent
1,500	0	Medium	425	4	Repair, Salvage, Harvest
45,000	80	Low	250	13	—
350	80	Very High	900	5	—

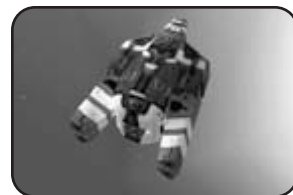
THE SOMTARU FLEET

SHIP DIRECTORY

FIGHTER CLASS

Recon

Mission Introduced	1
Firepower	40
Health	80
Armor	25
Coverage	4 percent
Maneuverability	Very High
Maximum Speed	1,050 m/s
Build Time	0:16
Build Cost	40 RUs
Support Units Required	2
Required Technologies	—
Upgrades	Advanced Sensors, Advanced Fighter Drive, Energy Cannon, Armor Level 2
Special	—



The Recon is a speedy scout craft, but that's about it. Sure it has guns and you can order it to fire, but it's really a waste of time. They have no appreciable firepower or armor but they're cheap.

Uses

The Recon is your best scout because it's fast (nothing can catch it) and it's very cheap and quick to build. Set waypoints in unexplored space to have a quick look around.

TIP

THE SENSOR RADIUS OF THE RECON IS AS WIDE AS SOME LARGER SHIPS. BECAUSE OF THIS, THE RECON CAN OFTEN PARK NEAR THE CORE OF AN ENEMY FLEET AND NEVER BE NOTICED; SHE CAN SEE THEM BUT THEY CAN'T SEE HER.



Formations and Tactics

There shouldn't come a time when you'll have Recons in a formation. When sending Recons out on scouting missions into unknown regions, set them to Evasive Tactics unless you want them to get popped by the first ship they see. Recons can be used for kamikaze assaults, but they don't leave much of a mark.

Good Match-Ups

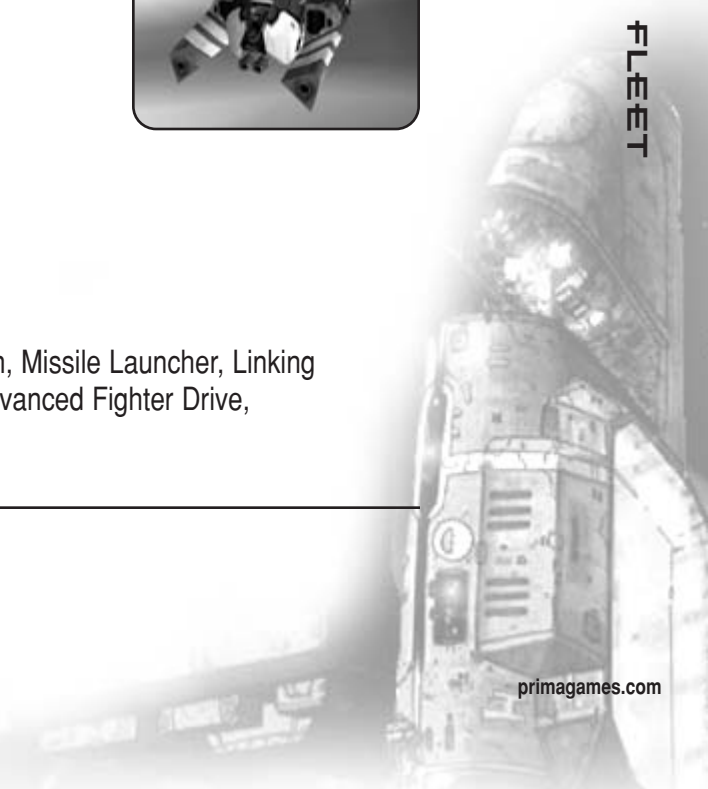
The only match-ups that favor Recons are against unarmed ships like Workers or Proximity Sensors. Granted, it'll take a while for a Recon to shatter a Worker, but it will succeed.

Bad Match-Ups

They're all bad. Against anything with so much as a rubber-band gun, the Recon's best weapon is its speed.

Acolyte

Mission Introduced	1
Firepower	85
Health	220
Armor	70
Coverage	6 percent
Maneuverability	Very High
Maximum Speed	825 m/s
Build Time	0:12
Build Cost	75 RUs
Support Units Required	2
Required Technologies	Fighter Drive
Upgrades	Energy Cannon, Missile Launcher, Linking Technology, Advanced Fighter Drive, Armor Level 2
Special	Link, Missiles



The basic combat fighter, the Acolyte, serves you well at first. In full-scale combat, however, it comes in handy only when speed is an issue—it's the fastest combat ship in the game. The Acolyte's firepower isn't particularly impressive and its hull is extremely fragile. Bottom line: Once you can make ACVs, you should mostly abandon Acolytes.

Uses

Acolytes are good defenders and adequate strike craft early on—when the opposition's not too strong and there aren't any heavier ships to deal with. They're also a sound offensive investment when you lack resources, time, and need a strike team *now*. Use them even after you have ACVs for quick-hit attacks, mine clearing, and chasing down retreating enemy fighters.



Formations and Tactics

Acolytes, like all strike craft, should employ Claw formation unless focusing fire on a large, solitary ship with no escort or moving guns (for example, an Ion Array Frigate). In this case, Sphere formation is a must.

Good Match-Ups

Interceptors or Attack Bombers are a good match-up, especially if you have superior numbers. Superior numbers also put Acolytes in good stead against ACVs and single-gun corvette-class ships. Acolytes are also your only choice for mine-sweeping duty.

Bad Match-Ups

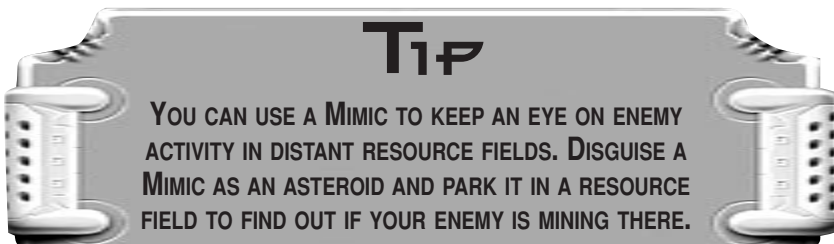
Anything with multiple guns will chew right through even a large squad of Acolytes. Keep them away from Multigun Corvettes, Destroyers, Missile Corvettes, and so on.

Mimic

Mission Introduced	2
Firepower	0
Health	40
Armor	20
Coverage	—
Maneuverability	Very High
Maximum Speed	750 m/s
Build Time	0:15
Build Cost	70 RUs
Support Units Required	2
Required Technologies	Fighter Drive, Holographic Emitters
Upgrades	Energy Cannon Linking Technology, Quantum Explosive Charge, Advanced Fighter Drive, Armor Level 2
Special	Mimic, Link



Though Mimics are unarmed, they're still one of your most important weapons. These small ships can cloak themselves as small enemy ships or asteroids. If you want to fool an opponent into thinking your fleet is more numerous than it is, you can order a Mimic to disguise itself as one of your own ships. Mimics can be detected (and therefore trumped) by Proximity Sensors or ships upgraded to Advanced Sensors. Though they have no guns, Mimics do have a default attack: a ramming, kamikaze dive.



Uses

The primary use of Mimics is as clandestine scouts. Cloak yourself as an enemy ship and camp next to your foe's fleet so you can keep an eye on it.

Formations and Tactics

Mimics usually travel alone, so formations aren't an issue. Generally, keep them in Evasive Tactics.

Good Match-Ups

None. Mimics aren't effective offensive ships. With a Quantum Explosive upgrade, however, they can do serious damage to a frigate-class ship.

Bad Match-Ups

All match-ups are bad; the Mimic is no more armored than a lowly Recon.

Super Acolyte

Mission Introduced	17
Firepower	7,800
Health	1,000
Armor	350
Coverage	80 percent
Maneuverability	Very High
Maximum Speed	900 m/s
Build Time	0:25
Build Cost	300 RUs
Support Units Required	5
Required Technologies	—
Upgrades	—
Special	—



This Bentusi ship is available only in the single-player game (and in the last level at that). Build them immediately and constantly to destroy the Beast's flagship, the *Naggarok*.

Uses

Their sole purpose is to help you burn out the *Naggarok*.

Formations and Tactics

Circle formation around the *Naggarok*. It's that simple. Otherwise, make sure they're in the more mobile Claw formation.

Good Match-Ups

They beat anything as long as they keep moving.

Bad Match-Ups

None.

CORVETTE CLASS

ACV

Mission Introduced	1
Firepower	170
Health	700
Armor	140
Coverage	6 percent
Maneuverability	High
Maximum Speed	600 m/s
Build Time	0:20
Build Cost	150 RUs
Support Units Required	4
Required Technologies	Fighter Drive, Linking Technology
Upgrades	Energy Cannon, EMP Weapon, Advanced Fighter Drive, Armor Level 2
Special	Unlink, EMP

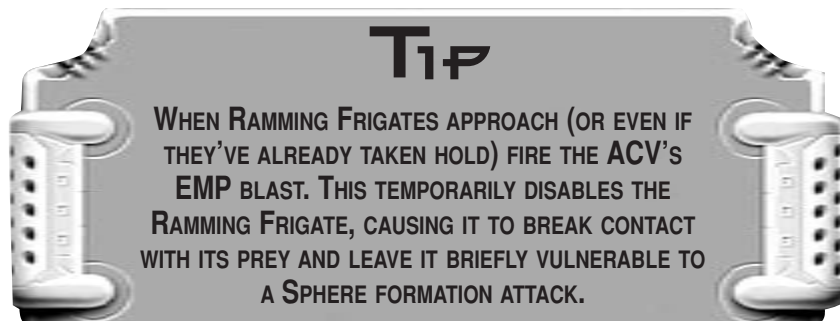


The ACV is one of the most useful ships in the fleet. It'll be the meat of your attack force on nearly every level of the single-player game.

Uses

The ACV is dominant among strike craft. It can easily defeat equal numbers of Corvette-class ships and will even emerge victorious against superior numbers of Fighter-class ships. Use them to target large, lightly escorted frigates and Super Capital-class ships.

ACVs are great escorts and guards, and will only really drop from primary use when you can afford to start building Multibeam Frigates in large quantities.



Formations and Tactics

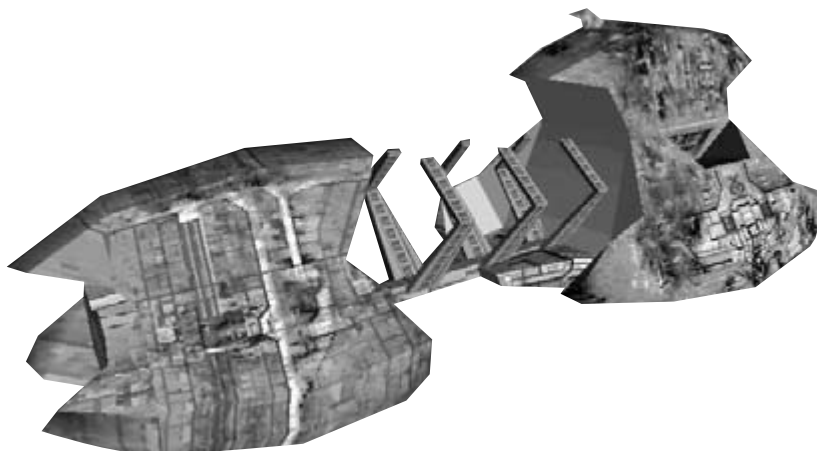
Claw formation for dogfights, and Sphere formation for targeting slow, solitary ships.

Good Match-Ups

ACVs beat all other strike craft even if outnumbered. However, they're too slow to chase down smaller ships. Ion Array Frigates or Ion Beam Frigates are very vulnerable to ACV Sphere attacks.

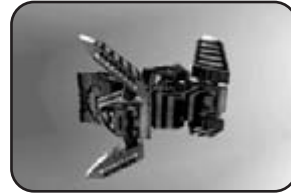
Bad Match-Ups

Don't send them near ships with missiles or multiple, turreted weapons. Also, keep them out of skirmishes with Beast Carriers, Heavy Cruisers, or the Command Ship; infection beams will jump from ACV to ACV in an instant.



MCV

Mission Introduced	2
Firepower	0
Health	80
Armor	40
Coverage	—
Maneuverability	High
Maximum Speed	550 m/s
Build Time	0:26
Build Cost	140 RUs
Support Units Require	4
Required Technologies	Fighter Drive, Holographic Emitter, Linking Technology
Upgrades	Energy Cannon, Quantum Explosive Charge, Advanced Fighter Drive, Armor Level 2
Special	Mimic, Unlink



The MCV is a larger, composite version of the Mimic. It has heavier armor and, therefore, less speed than its smaller component. Its primary benefit is its ability to imitate larger enemy ships, friendly ships, and asteroids. It also packs a much bigger kamikaze punch than simple Mimics.

Uses

For spy duty, you might as well use the cheaper Mimics. If, however, you want an opponent to think you have a much stronger fleet, have an MCV pretend it's a Destroyer.

Formations and Tactics

MCVs travel alone, so formations aren't important. Always order them into Evasive Tactics.

Good Match-Ups

None, the MCV isn't a good offensive weapon. Its kamikaze attack, however, can take a large bite out of larger ships. Note that the MCV should be disguised as it approaches to attack or it'll be vapor before it arrives.

Bad Match-Ups

They're all bad unless the MCV is ramming into someone's hull at full bore.

FRIGATE CLASS

Ramming Frigate

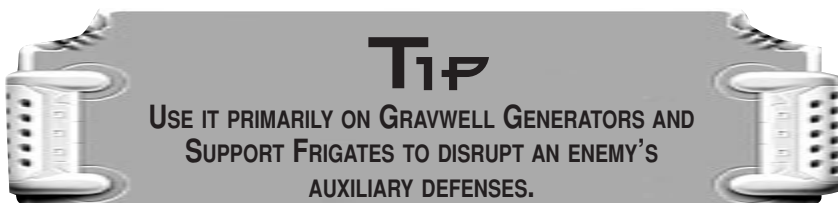
Mission Introduced	1
Firepower	2,500
Health	11,000
Armor	4,700
Coverage	6 percent
Maneuverability	Medium
Maximum Speed	398 m/s
Build Time	1:00
Build Cost	650 RUs
Support Units Required	10
Required Technologies	Afterburner (only required in Multiplayer)
Upgrades	Advanced Ion Cannon, Repair Bots, Armor Level 2, Infection Vaccine (Multiplayer Only)
Special	Ram



This hammerhead frigate can fire its guns, but its favorite activity is plowing into enemy ships and pushing them out of the heat of a battle.

Uses

Pick an adversary's strongest, largest ship in a formation and break up the attack by pushing it out of the fight entirely.



Formations and Tactics

They usually fly solo, so formations aren't a problem. Never set them to Evasive Tactics or they'll break off before they get to their prey.

Good Match-Ups

The bigger and slower, the better. Any large ship is a prime candidate.

Bad Match-Ups

Don't bother sending it against fighters, they'll either elude it or the rest of their formation will move into Sphere formation around the Rammer.

Multibeam Frigate

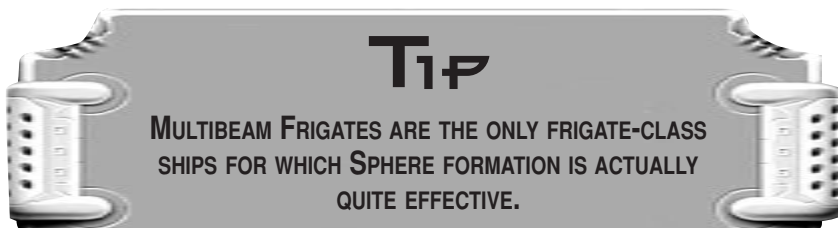
Mission Introduced	8
Firepower	3,900
Health	10,000
Armor	4,000
Coverage	90 percent
Maneuverability	Medium
Maximum Speed	370 m/s
Build Time	1:00
Build Cost	700 RUs
Support Units Required	12
Required Technologies	Frigate Drive, Advanced Ion Cannon
Upgrades	Energy Cannon, Repair Bots, Advanced Frigate Drive, Armor Level 2
Special	—



Shortly after it's acquired, the Multibeam Frigate will mostly supplant the ACV as your meat-and-potatoes ship. After Mission 9 or so, you'll build more of these than any other ship type. With the best weapons coverage in the fleet and outstanding firepower, the Multibeam Frigate is a perfect attack ship and escort.

Uses

Band-select a group of enemy fighters and let your Multibeams shoot at several at once. Use them to disrupt both small and large ship formations. They are also brutally efficient against mines and Beast Cruise Missiles and are, bar none, the best escorts in the fleet.



Formations and Tactics

Claw formation is generally the best choice so all ships have a clear shot in all directions. Wall formation is better when the attack comes exclusively from the front—thus focusing the fire of all ships equally. Aggressive is the best stance, especially when they're acting as escorts.

Good Match-Ups

Against fighters, single-weapon frigates, Cruise Missiles, or mines, the Multibeam is hard to beat.

Bad Match-Ups

Keep them away from infection beams; they're too expensive to just throw away. They're not remotely effective against Destroyers or Dreadnoughts (their Multigun advantage is less important) but are still better than ACVs.

Hive Frigate

Mission Introduced	6
Firepower	1,400
Health	10,000
Armor	3,800
Coverage	12 percent
Maneuverability	Medium
Maximum Speed	390 m/s



PART I: SHIPS & TECHNOLOGY

Build Time	1:00
Build Cost	575 RUs
Support Units Required	20
Required Technologies	Frigate Drive, Micro-Ship Construction
Upgrades	Energy Cannon, Repair Bots, Advanced Frigate Drive, Armor Level 2, Armor Level 3
Special	Swarm

The Hive Frigate has very little firepower for a Frigate-class ship but it makes up for its relatively wimpy fixed-mount guns with a swarm of six pesky attack drones. The Hive Frigate's great advance over *Homeworld's* Drone Frigate is the maneuverability and intelligence of its swarmers; they're essentially mini-fighters rather than just unmanned guns.

Uses

Lead an attack on a large fighter squadron or a wall of Multigun Corvettes with a Hive Frigate, let loose the swarm, and follow with an ACV wing of your own. While the opposition targets the swarm, the ACVs can quickly acquire their distracted targets. Hive Frigates also make a great distraction for pursuing attackers—leave the Hive Frigate behind and watch as the distance from your pursuers increases.

Formations and Tactics

Wall formation and Aggressive Tactics are the way to go. Mix them in with a wall of Multibeam Frigates for a fighter-shredding machine.

TIP

KEEP HIVE FRIGATES ON A SHORT LEASH. IN AGGRESSIVE MODE, THEY TEND TO SURGE INTO BATTLE A BIT TOO EAGERLY. THIS RUSH IS ACTUALLY WHAT THEY'RE SUPPOSED TO DO, BUT IT BECOMES VERY PROBLEMATIC WHEN THEY FLY OUT TO MEET A BEAST HEAVY CRUISER. THE ENSUING INFECTION IS ALMOST INEVITABLE. IF THIS BECOMES A PROBLEM, KNOCK THEM DOWN TO NEUTRAL TACTICS.

Good Match-Ups

Pit them against small swarms of smaller fighters, Multibeam Frigates, Multigun Corvettes, and Destroyers—basically anything with multiple weapons that will be occupied by the swerving swarm of drones.

Bad Match-Ups

Super Capital-class ships are too strong for the Hive Frigate's inferior armor and firepower. They cut through the drones and focus directly on the frigate itself. Really large fighter groups can work around the drones and still get off damaging shots at the Hive Frigate. Never let them near a ship with an infection beam.

SUPER CAPITAL CLASS

Destroyer

Mission Introduced	11
Firepower	8,500
Health	40,000
Armor	16,000
Coverage	30 percent
Maneuverability	Low
Maximum Speed	325 m/s
Build Time	2:30
Build Cost	3,000 RUs
Support Units Required	30
Required Technologies	Destroyer Drive, Missile Launcher, Advanced Ion Cannon
Upgrades	Energy Cannons, Advanced Destroyer Drive, Repair Bots, Armor Level 2
Special	—



You must have a large wall of Destroyers. Trust us. The more the merrier. Though not as powerful as the undeniably superior Dreadnought, Destroyers are faster and cheaper and take only one-third the time to build. Their main problem is their lack of weapon coverage; though they can fire missiles in all directions, the bulk of their attack is to the front. What's worse, they take forever to turn to face their targets.



Uses

The Destroyer should lead your assaults until a Dreadnought enters your life.

Formations and Tactics

Wall formation, all the time. Attack in Aggressive, defend in Neutral. Aren't Destroyers easy to use?

Good Match-Ups

Destroyers match up well against medium-size frigate fleets and even other Destroyers, Carriers, and Heavy Cruisers when you have superior numbers. There's not much a Carrier can do against a well-supported wall of Destroyers. Beast infection beams can't subvert a Destroyer, so use them to go after Super Capital Beast ships.

Bad Match-Ups

Destroyers are very vulnerable to fighters in Sphere formation and Ramming Frigate attacks. They are also seriously disadvantaged against a Dreadnought.

Dreadnought

Mission Introduced	14
Firepower	24,000
Health	90,000
Armor	85,000
Coverage	80 percent
Maneuverability	Very Low
Maximum Speed	390 m/s
Build Time	7:20
Build Cost	6,800 RUs
Support Units Required	80
Required Technologies	Advanced Destroyer Drive, Missile Launcher, Energy Cannons
Upgrades	Repulsor Weapon, Repair Bots, Armor Level 2
Special	Repulse



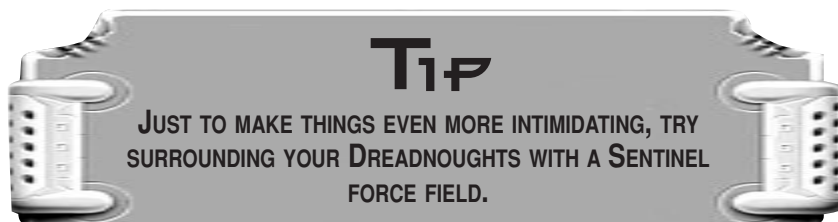
You'll probably only have Support Unit capacity for one of these flying nightmares, but that's all you'll need. On raw stats alone, the Dreadnought can outgun even an Imperial Heavy Cruiser without breaking a sweat. Plus, it's got missiles! It has massive firepower that can attack in nearly any direction and will fire while turning. That's very good because this "battle wagon" turns *extremely* slowly.

Uses

Killing big things. Enemy Command Ships are Dreadnoughts' favorite meal but they'll settle for Carriers, Heavy Cruisers, or really anything else it can get near. It's even strong against fighter attacks thanks to its missile launchers and rotating top and bottom ion beam turrets.

Formations and Tactics

Once you have one of these, every attack fleet should be led by a Dreadnought. Have everything line up behind this ship for an unstoppable onslaught.



Good Match-Ups

It has no natural predators (except the *Naggarok*, but we'll get to that in the walk-throughs), so almost every match-up is a good one. Stick, however, to killing large, well-defended ships; the missiles will go after the escorts while the Dreadnought descends on the target. Dreadnoughts are immune to the subverting effects of the Beast infection beam (though not its basic destructive power) so use them heavily against Super Capital-class Beast ships.

Bad Match-Ups

Like all Super Capital ships, the Dreadnought has a problem with very large wings of corvette-class fighters. Multigun Corvettes or Multibeam Frigates can do serious damage.

Carrier

Mission Introduced	10
Firepower	4,200
Health	42,000
Armor	65,000
Coverage	80 percent
Maneuverability	Very Low
Maximum Speed	300 m/s
Build Time	6:40
Build Cost	3,400
Support Units Required	—
Required Technologies	Destroyer Drive, Support Systems
Upgrades	Energy Cannons, Crystal Harvesting Ability, Repair Bots, Advanced Destroyer Drive, Armor Level 2
Special	—



Once you've maxed out the support capacity of your Command Ship, the only way you can accommodate a larger fleet is by building Carriers. Their support capacity can be expanded by the addition of up to six Support Modules.

Uses

A Carrier should always follow a remote attack fleet out to battle where it acts as a surrogate Command Ship. The only thing it can't do is produce Super Capital ships. Otherwise, it can repair, upgrade, dock, process, and construct smaller ships. When necessary, you can use the Carrier as an offensive weapon, just don't expect much—its weapons and turning speed are more suited to self-defense. Although Carriers are immune to the subversive effects of the Beast infection beams, their fragile Support Modules can't withstand the destructive effect—effectively keeping them out of such encounters.

TIP

ITS PROCESSING ABILITY MAKES IT TEMPTING TO USE A CARRIER IN LIEU OF PROCESSORS AS ESCORTS FOR WORKER CREWS. CARRIERS, HOWEVER, LACK THE PROCESSORS' INESTIMABLY VALUABLE AUTO-REPAIR RAY.

Formations and Tactics

Formations aren't an issue with Carriers. Keep them in Neutral Tactics, guarding either your Command Ship or an attack fleet.

Good Match-Ups

Because Carriers can take a lot of damage, they can be effective against slower frigates. Their turreted guns and high Health make them solid at defending against small groups of fighters too.

Bad Match-Ups

Large clouds of Corvette-class fighters cause major trouble.

MICRO-SHIP CLASS

Leech

Mission Introduced	6
Firepower	0
Health	50
Armor	30
Coverage	—
Maneuverability	Very High
Maximum Speed	1,250 m/s
Build Time	0:20
Build Cost	40 RUs
Support Units Required	2
Required Technologies	Phased Telemetry
Upgrades	Armor Level 2
Special	Leech, Vent, Spy



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Once you learn how and when to use it, the Leech is a *fantastic* weapon. The little ship is undetectable by enemy sensors unless it's spotted by Proximity Sensors or the enemy ships are equipped with Advanced Sensor technology. You can send Leeches out to do one of three things: spy, leech, or vent. The most useful activity is venting: The Leech drains its target of Health while suppressing all the usual warning alarms. If the victim doesn't visually notice the damage, the ship can expire with no notice whatsoever.



Uses

Use a large school of them to take down a larger ship. If you're short on resources and the victim isn't too far away, use the leech function instead of vent to convert the victim's health into RUs for you.

Formations and Tactics

For what it's worth, always keep Leeches in Evasive Tactics.

Good Match-Ups

As long as the Leech is undetectable, it can match up against any ship. However, it lacks any combat abilities whatsoever.

Bad Match-Ups

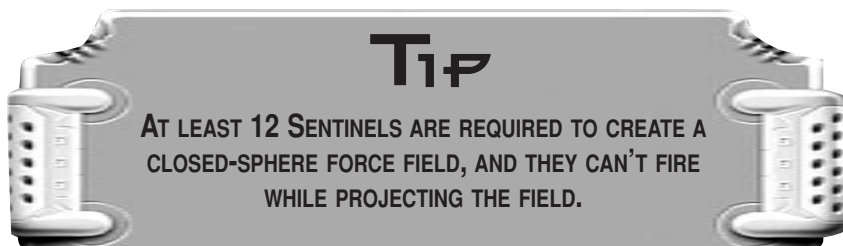
Any ship is an instantly fatal hazard if it can see the Leech.

Sentinel

Mission Introduced	5
Firepower	290
Health	500
Armor	350
Coverage	15 percent
Maneuverability	High
Maximum Speed	250 m/s
Build Time	0:10
Build Cost	70 RUs
Support Units Required	3
Required Technologies	Micro-Ship Construction
Upgrades	Energy Cannons, Force Field Level 1, Force Field Level 2, Force Field Level 3, Advanced Sensors, Armor Level 2
Special	Force Field, Unlink Force Field



This surprisingly potent little ship (more firepower than an ACV) can hold its own in a fight, especially in a large group. Speed, however, is its problem; it's slower than a Dreadnought. More notable is its ability to cast a force field in front of or completely around a ship.



Uses

Though they have combat capabilities, the best use for Sentinels is as a force field for a Command Ship, an attack group leader (such as a Dreadnought), or a Carrier. Partial shields in front of smaller ships are very effective against Super Capital ships where the risk of a flank attack is less.

Formations and Tactics

When using them as an attack group, place them in Claw formation and order Aggressive Tactics. When targeting a solitary ship with no escorts, use Sphere.

Good Match-Ups

A gang of Sentinels on an unescorted Ion Array Frigate is a great move. If a ship is slow and can't fire in multiple directions, the Sentinels can handle it.

Bad Match-Ups

Their speed knocks them out of serious fighter combat. Interceptors, Attack Bombers and even Acolytes are too much for them. Though the Ion Array Frigates are good targets, ships with tracking or multiple ion beams are not.

NON-COMBAT CLASS

Worker

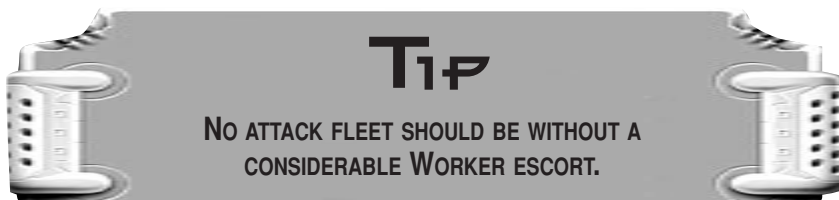
Mission Introduced	1
Firepower	0
Health	3,300
Armor	1,500
Coverage	—
Maneuverability	Medium
Maximum Speed	425 m/s
Build Time	0:45
Build Cost	500 RUs
Support Units Required	4
Required Technologies	—
Upgrades	Repair Systems, Salvaging Ability, Repair Bots, Armor Level 2, Infection Vaccine (Multiplayer only)
Special	Harvest, Repair, Salvage



The Worker is the second most indispensable ship in your fleet (other than the Command Ship). Once upgraded it can do it all: harvest all types of resources, repair friendly ships, and salvage damaged enemy ships. All in one little (albeit slow) package.

Uses

Workers should stick to their own jobs. Generally occupied in harvesting, however, Workers love to be brought along with combat fleets to provide spot repair service and impromptu salvaging.



Formations and Tactics

Broad formation keeps the ships far enough apart to require separate targeting. Generally, these defenseless ships should be in Evasive Tactics. If, however, you need them to stick around even when being fired upon (if they're on their way to make an important repair), switch to Neutral Tactics.

Good Match-Ups

None

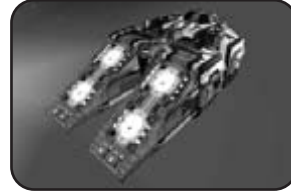
Bad Match-Ups

All



Processor

Mission Introduced	1
Firepower	2,500
Health	25,000
Armor	45,000
Coverage	80 percent
Maneuverability	Low
Maximum Speed	250 m/s
Build Time	1:08
Build Cost	1,100 RUs
Support Units Required	13
Required Technologies	—
Upgrades	Crystal Harvesting Ability, Energy Cannons, Repair Systems, Repair Bots, Armor Level 2
Special	—



The Processor is an eminently useful vessel. Its basic function is to accompany Workers out to distant resource fields to provide a remote collection station. Its moderately effective gun turrets can be trusted to protect its charges from small attacks. Finally, and most importantly, the Processor will automatically fire its repair beams at any friendly ship in range.

TIP

NEVER LEAVE THE COMMAND SHIP WITHOUT A PROCESSOR GUARDING YOUR MOST PRECIOUS SHIPS—IT SLOWS DOWN THE FLEET, BUT THAT'S A WORTHWHILE COST.

FOR BEST REPAIR RESULTS, HAVE YOUR OTHER SHIPS OCCASIONALLY GUARD THE PROCESSOR IN SPHERE FORMATION.

Uses

Assign it as an escort to Workers; four Workers to each Processor is a good ratio for effective resource collection. Also, escort attack fleets or just individual ships to provide automated repair service.

Formations and Tactics

You want Processors to be steadfast in their duties, not scampering off at the first sign of trouble or chasing after every enemy. So, always opt for Neutral Tactics.

Good Match-Ups

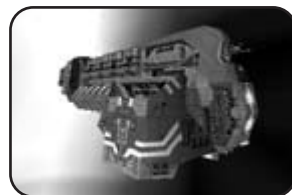
None really, though it can handle small groups of fighters with its solid guns and good attack coverage.

Bad Match-Ups

Though the Processor's health and armor are outstanding, its speed keeps it from getting the upper hand in most battles. Keep it away from enemy salvage crews, and Beast infection beams and Cruise Missiles—they seem to be popular targets.

The *Kuun-Lan*

Mission Introduced	1
Firepower	5,400
Health	130,000
Armor	90,000
Coverage	70 percent
Maneuverability	Very Low
Maximum Speed	110 m/s
Build Time	—
Build Cost	—
Support Units Required	—
Required Technologies	—
Upgrades	Energy Cannons, Crystal Harvesting Ability, Repair Bots, Siege Cannon Weapon, Support Systems, Armor Level 2
Special	Siege Cannon



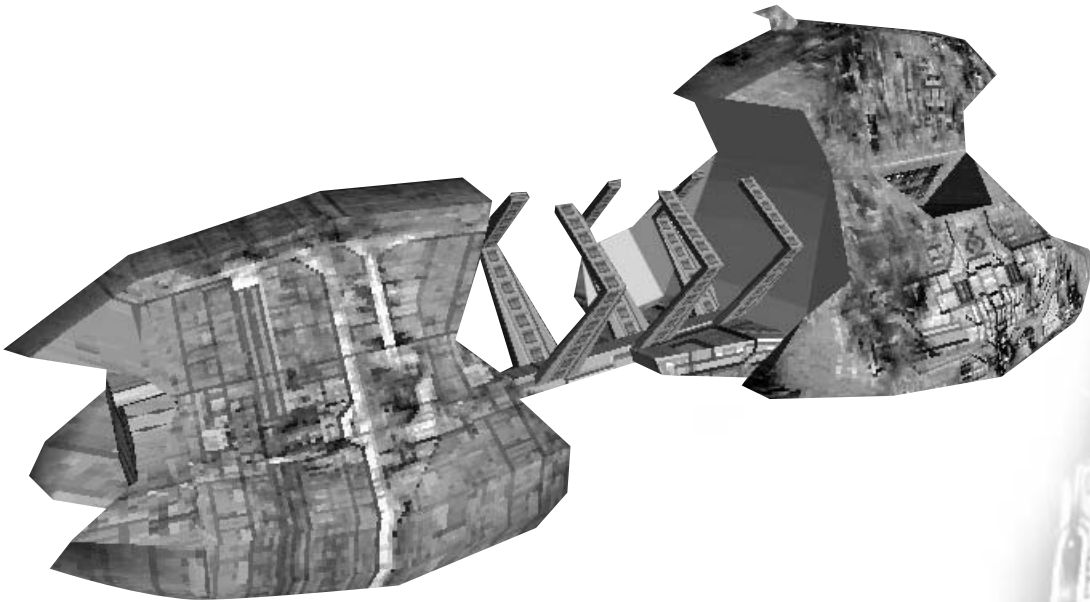
PART I: SHIPS & TECHNOLOGY

Your Command Ship is the heart mind of your fleet. If she dies, you're finished. Protect her with your life. This means near constant escorts and, later, a spherical force field. Fortunately, because she can move, defending the Command Ship isn't as difficult as keeping a Mothership safe from harm was in *Homeworld*. You can often bring the Command Ship along with your attack fleet, but don't expect to get anywhere fast—the *Kuun-Lan* is very slow. Its turns also are agonizingly slow.

TIP

DON'T NEGLECT THE SIEGE CANNON. LEARN HOW TO USE IT EFFECTIVELY! WHEN USED PROPERLY, THERE'S NO DEFENSE AGAINST IT.

THE SOMTAAW FLEET



THE BEAST FLEET

Battling pirates or the elite guard of an immortal dictator are like skipping stones compared to playing against the Beast. This massive, techno-organic predator is so radically different from your conventional forces that it requires a *total* change of mindset.

Similarly, if you think fighting them is challenging, just wait until you get behind the controls of a Beast Command Ship in multiplayer battles. Nothing, frankly, prepares you more for fighting the Beast than *being* the Beast.

The first thing you need to understand, for both single-player and multiplayer games, is how the Beast functions. Next, as with any other enemy, you need to know the ships—convient, because they've mostly been stolen *from you*!

THE NATURE OF THE BEAST

The Beast doesn't build and acquire technology like human forces. Left entirely alone with no contact with other races, the Beast wouldn't be able to produce any ships at all. It must have "parts" it can add to itself.



The only thing a Beast Command Ship can build entirely on its own is a Genetics Module. This, in turn, leads to the Beast's ability to construct an infection beam.

THE BEAST INFECTION BEAM IS AN ESSENTIAL WEAPON.

The infection beam can undermine the systems of a targeted ship and turn control of the ship over to the Beast. The Beam's effects can even jump from ship to ship—one shot can easily infect an entire squadron of fighters in tight formation.

TIP

THE BEAST INFECTION BEAM HAS LIMITED POWER. LARGER SHIPS CAN'T BE TURNED BY IT. COMMAND AND SUPER CAPITAL SHIPS STRUCK BY THE BEAM AREN'T SUBVERTED; INSTEAD THEY'RE DAMAGED BY THE BEAM'S DESTRUCTIVE QUALITIES.

Ships struck with the beam can be incorporated into the Beast, eventually being added to the list of ships the Beast can construct. First, however, the Beast must reverse engineer the ship to research its basic and upgraded technologies for the Beast's own use.

BEAST SHIPS

NOTE

THIS CHAPTER CONTAINS THE UPDATED STATISTICS OF THE INFECTED VERSIONS OF THESE SHIPS; FOR FULL DETAIL, CONSULT THE CHAPTERS DESCRIBING THE SHIP IN ITS UNINFECTED INCARNATION.

The Beast fleet is largely composed of ships it has encountered in its travels. The more ship types it has infected, the greater its inventory of ship types. An advanced Beast fleet sends into battle combinations of Imperial, Turanic, and Somtaaw vessels, plus a few vessels from other cultures.

Fortunately, your experience with these ships in their uninfected form allows you a measure of familiarity amid the chaos. Still, seeing a wing of your own Multibeam Frigates escorted by infected Imperial Heavy Interceptors is a jarring sight.

THE BEAST SHIP, KNOWN AS THE CRUISE MISSILE, IS ONE OF THE MOST FEARED SIGHTS IN SPACE.

Once the Beast has gathered certain technologies from its victims, it can build its only purely native vessel: the Cruise Missile. Not actually a missile, the Cruise Missile is a high-speed fighter, loaded



with infectious Beast material. Her only attack capability is a ramming, kamikaze attack that, when upgraded with the Beast Infection Weapon, has the same effect as an infection beam: instantaneous subversion.

The following list outlines the ships that can be used by the Beast in both single and multiplayer combat.

BEAST SHIP SUMMARY

Ship	Cost	Build Time	Health	Firepower
Recon	50	0:18	100	40
Interceptor	65	0:10	225	65
Cloaked Fighter	95	0:22	420	75
Attack Bomber	120	0:23	360	86
Acolyte	90	0:12	750	85
ACV	180	0:20	800	170
Multigun Corvette	275	0:50	1,500	380
Heavy Corvette	250	0:45	2,500	200
Missile Corvette	320	0:25	1,500	320
Cruise Missile	400	0:30	250	0
Ion Array Frigate	700	1:15	11,000	3,500
Defense Field Frigate	900	1:35	5,000	0
Ramming Frigate	750	1:00	13,000	2,500
Multibeam Frigate	800	1:00	11,500	3,900
Hive Frigate	625	1:00	11,000	1,400
Carrier	3,400	7:00	45,000	4,000
Heavy Cruiser	6,500	7:00	85,000	20,000
Sentinel	80	0:20	600	290
Worker	650	0:55	3,700	0
Processor	1,200	1:20	27,000	2,500

PART I: SHIPS & TECHNOLOGY



Armor

Coverage (Percent)

Maneuvering

Max Speed

Support Units Required

Special Attack

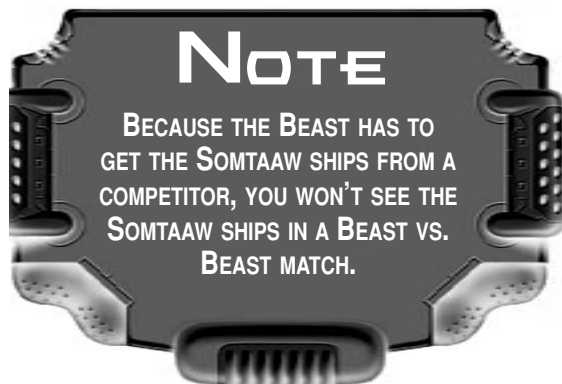
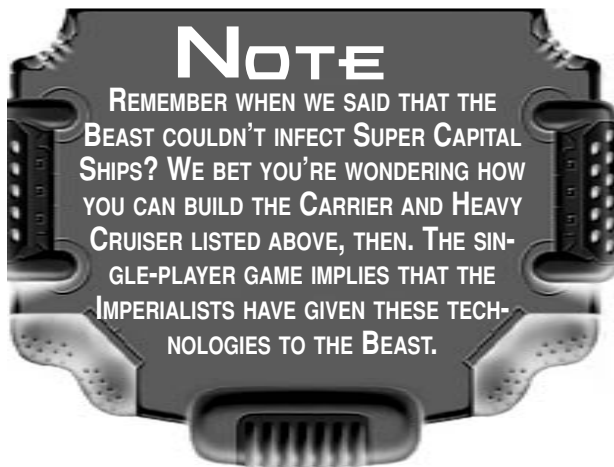
Multiplayer Default

30	4	Very High	1,000	2	None	Yes
85	5	Very High	810	2	None	Yes
80	5	Very High	750	2	Cloak	Yes
90	5	Medium	640	3	None	Yes
70	6	Very High	825	2	Link, Missile	No
140	6	High	600	4	EMP, Unlink	No
730	78	Medium	570	5	None	Yes
1,700	50	Medium	550	4	None	Yes
1,400	60	High	490	4	None	Yes
68	0	High	650	4	None	Yes
4,700	6	Low	230	15	Cloak	Yes
4,000	100	Low	310	10	None	Yes
3,800	6	Medium	398	10	Ram	No
4,200	90	Medium	370	12	None	No
4,000	12	Medium	390	20	Swarm	No
65,000	75	Low	290	0	Infect	Yes
77,000	30	Very Low	245	70	Infect	Yes
350	15	High	250	3	Force Field	No
1,800	0	Medium	365	4	Salvage, Harvest	Yes
45,000	80	Low	235	13	None	Yes

THE BEST FLEET

In multiplayer games, several of the ships listed in the table have already been captured by the Beast. The Beast has the ability to research and subsequently build them as the game begins. It must still research their technology, but it needn't infect them anew.

All other ships (all Somtaaw vessels) can only be researched and built *after* being infected in the course of a multiplayer game.



This distinction is denoted in the final column of the table ("Multiplayer Default").

SHIP DIRECTORY

All ships used by the Beast function similarly to their uninfected incarnations. Applicable strategies, special actions, and most attributes are identical.

Some statistics, however, are altered. Beast ships are more heavily armored and travel more slowly than equivalent uninfected ships.

What's more, they gain the ability to heal themselves over time.

For more details on the Somtaaw ships, consult the "Somtaaw Fleet" section. For the Turanic and Imperialist Taiidan vessels, check out "Turanic Raider and Imperial Taiidan Ships." Any ships not covered in those chapters receive a full analysis below.

FIGHTER CLASS

Recon

Origin	Somtaaw
Firepower	40
Health	100
Armor	30
Coverage	4 percent
Maneuverability	Very High
Maximum Speed	1,000 m/s
Build Time	0:18
Build Cost	50 RUs
Support Units Required	2
Required Technologies	None
Upgrades	Advanced Sensors, Advanced Fighter Drive, Armor Level 2
Special	None
Multiplayer Default	Yes



The Beast version of the Somtaaw Recon is effectively identical to her uninfected source. However, her reduced speed means Somtaaw Recons can chase it down.

Beast Interceptor

Origin	Turanic
Firepower	65
Health	225
Armor	85
Coverage	5 percent
Maneuverability	Very High
Maximum Speed	810 m/s
Build Time	0:10
Build Cost	65 RUs
Support Units Required	2
Required Technologies	Fighter Drive
Upgrades	Advanced Fighter Drive, Armor Level 2.
Special	None
Multiplayer Default	Yes



The Interceptor is the most basic Beast fighter. Because it's based on Turanic technology, the ship is heavier in armor than the corresponding Acolyte of the Sontaaw fleet but is weaker in all other attributes. The armor is enhanced by its Beast infection but its speed is likewise diminished.

Cloaked Fighter

Origin	Kushan
Health	420
Firepower	75
Armor	80
Coverage	5 percent
Maneuverability	Very High
Maximum Speed	750 m/s
Build Time	0:22
Build Cost	95 RUs
Support Units Required	2
Required Technologies	Fighter Drive, Cloaking Ability
Upgrades	Advanced Fighter Drive, Energy Cannons, Armor Level 2
Special	Cloak
Multiplayer Default	Yes



The Cloaked Fighter is one of the few infected technologies not directly won from any of the three races in *Homeworld Cataclysm*. Previously a fixture in the Kushan fleet and used extensively in the return to Hiigara, this very light fighter can make itself invisible to all but Proximity Sensors and ships upgraded with Advanced Sensors.

Beyond its cloaking technology, the Cloaked Fighter is on par with the Beast Interceptor (though it's significantly slower and less well armored). Once the battle evolves out of basic fighter combat, you'll want to use the Cloaked Fighter exclusively for spying (à la the Mimic) or for sneak attacks on unescorted Workers. Be aware that Cloaked Fighters can only stay hidden for a limited time.

Attack Bomber

Origin	Imperialist Taiidan
Firepower	86
Health	360
Armor	90
Coverage	5 percent
Maneuverability	Medium
Maximum Speed	640 m/s
Build Time	0:23
Build Cost	120 RUs
Support Units Required	3
Required Technologies	Fighter Drive, Plasma Bomb Launcher
Upgrades	Advanced Fighter Drive, Armor Level 2
Special	None
Multiplayer Default	Yes



Like its Taiidan version, this heavy-firepower fighter is very vulnerable to other fighter-class ships. This weakness is enhanced by the heavier weight of the increased Beast armor. It will frequently travel with a corvette escort as it tackles its favorite targets: small frigates.

Acolyte

Origin	Somtaaw
Firepower	85
Health	750
Armor	70
Coverage	6 percent
Maneuverability	Very High
Maximum Speed	825 m/s
Build Time	0:12
Build Cost	90 RUs
Support Units Required	2
Required Technologies	Fighter Drive
Upgrades	Energy Cannon, Missile Launcher, Linking Technology, Advanced Fighter Drive, Armor Level 2
Special	Link, Missiles
Multiplayer Default	No

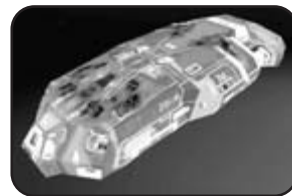


The Acolyte is the best small fighter in space. Plus, two can be linked to form the more powerful ACV. You'll lose some of her trademark speed, but she's still the fastest thing with a gun.

CORVETTE CLASS

Heavy Corvette

Origin	Kushan
Firepower	200
Health	2,500
Armor	1,700
Coverage	50 percent
Maneuverability	Medium
Maximum Speed	550 m/s
Build Time	0:45
Build Cost	250 RUs
Support Units Required	4
Required Technologies	Fighter Drive, Heavy Corvette Upgrade
Upgrades	Advanced Fighter Drive, Energy Cannons, Armor Level 2
Special	None
Multiplayer Default	Yes



Another veteran of the Hiigaran Exodus, the Kushan Heavy Corvette is very effective against strike craft thanks to her double turrets and strong (now enhanced) armor.

Multigun Corvette

Origin	Imperialist Taidan
Firepower	380
Health	1,500
Armor	730
Coverage	78 Percent



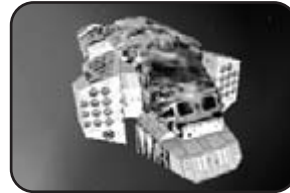
PART I: SHIPS & TECHNOLOGY

Maneuverability	Medium
Maximum Speed	570 m/s
Build Time	0:50
Build Cost	275 RUs
Support Units Required	5
Required Technologies	Fighter Drive, Fast Tracking Turrets
Upgrades	Advanced Fighter Drive, Energy Cannons, Armor Level 2
Special	None
Multiplayer Default	Yes

This Taiidan ship is a fighter-killer. It's extremely effective against all strike craft or as an escort for ships vulnerable to strike craft attacks. Since its power doesn't depend on its speed, the infection has caused no loss in performance.

Missile Corvette

Origin	Turanic
Firepower	320
Health	1,500
Armor	1,400
Coverage	60 Percent
Maneuverability	High
Maximum Speed	490 m/s
Build Time	0:25
Build Cost	320 RUs
Support Units Required	4
Required Technologies	Fighter Drive, Missile Launcher
Upgrades	Advanced Fighter Drive, Armor Level 2
Special	None
Multiplayer Default	Yes



Though this Raider assault ship is very ineffective against fighters (they can break missile locks with their superior handling), she's brutal on slow-moving corvettes and frigates. The Beast infection has done nothing, however, for her slowness.

Cruise Missile

Origin	Beast
Firepower	0
Health	250
Armor	68
Coverage	0 percent
Maneuverability	High
Maximum Speed	650 m/s
Build Time	0:30
Build Cost	400 RUs
Support Units Required	4
Required Technologies	Fighter Drive, Missile Launcher, Bio-Warhead,
Beast Infection Weapon	
Upgrades	Advanced Fighter Drive, Armor Level 3
Special	None
Multiplayer Default	Yes



The Cruise Missile is the Beast's only homegrown ship. This high-speed corvette's sole purpose is to plow into enemy hulls and, when upgraded, infect entire ships (below Destroyer class). The Cruise Missile doles out intense physical damage against larger ships that are immune to the Beast plague.

Defend against them with Acolytes or Multibeam Frigates. Anything with lots of speed or multiple tracking weapons can neutralize a wing of Cruise Missiles.

When playing as the Beast, use this ship as often as you can afford it. The only problems are the number of technologies (three) required to build and upgrade them, the length of the research for some of those technologies, and the ships' high cost. They're so expensive, it's like throwing away Heavy Corvettes in bunches.

TIP

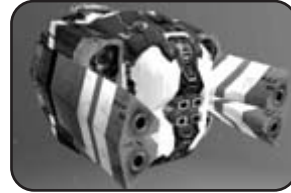
IF YOU SEE AN ENEMY COMMAND SHIP WITH A SUPER CAPITAL SHIP IN MID-PRODUCTION, TARGET THE BUILDING SHIP WITH CRUISE MISSILES TO DELAY THE CONSTRUCTION OR DESTROY THE SHIP ENTIRELY.

PART I: SHIPS & TECHNOLOGY

Speaking of numbers, always launch Cruise Missiles in large wings. They're best to use after the traditional ships attack; while the enemy is engaged, the Cruise Missiles sneak in and hit their mark before they can all be targeted.

ACV

Origin	Somtaaw
Firepower	170
Health	800
Armor	140
Coverage	6 percent
Maneuverability	High
Maximum Speed	600 m/s
Build Time	0:20
Build Cost	180 RUs
Support Units Required	4
Required Technologies	Fighter Drive, Linking Technology
Upgrades	Energy Cannon, EMP Weapon, Advanced Fighter Drive, Armor Level 2
Special	Unlink, EMP
Multiplayer Default	No



THE BEAST FLEET

The ACV is the perfect combination of Fighter- and Corvette-class ships. Under Beast production and control, it's harder to kill but less effective in dogfights because of its reduced speed.

This composite ship gives the Beast the ability to build both ACVs and Acolytes—it can retire an infected ACV, research it, build a new one, unlink it, and retire the resulting Acolytes.



FRIGATE CLASS

Ion Array Frigate

Origin	Turanic
Firepower	3,500
Health	11,000
Armor	5,100
Coverage	6 percent
Maneuverability	Low
Maximum Speed	230 m/s
Build Time	1:15
Build Cost	700 RUs
Support Units Required	15
Required Technologies	Frigate Drive, Advanced Ion Cannon
Upgrades	Cloaking Ability, Advanced Frigate Drive, Armor Level 3
Special	Cloak
Multiplayer Default	Yes



Infected Ion Array Frigates are terrors despite their unidirectional weapons and extreme vulnerability to strike-craft attacks. Since their speed isn't really an issue (they tend to stand still while attacking), their armor increase is a net improvement over their uninfected incarnation.

Defense Field Frigate

Origin	Imperial Taiidan
Firepower	0
Health	5,000
Armor	4,650
Coverage	100 Percent
Maneuverability	Low
Maximum Speed	310 m/s
Build Time	1:35
Build Cost	900 RUs
Support Units Required	10
Required Technologies	Frigate Drive, Defense Field
Upgrades	Advanced Frigate Drive, Armor Level 3
Special	None
Multiplayer Default	Yes



PART I: SHIPS & TECHNOLOGY

The Taiidan Defense Field Frigate casts a globe of protection that deflects bullets and plasma bombs. The shield has no effect on missiles, mines, and ion beams. Since its main function is to guard friendly ships from fighter attack, the added armor from the Beast infection is a boon to its effectiveness.

Ramming Frigate

Origin	Somtaaw
Firepower	2,500
Health	13,000
Armor	4,700
Coverage	6 percent
Maneuverability	Medium
Maximum Speed	398 m/s
Build Time	1:00
Build Cost	750 RUs
Support Units Required	10
Required Technologies	Afterburner (only required in Multiplayer)
Upgrades	Advanced Ion Cannon, Repair Bots, Armor Level 2, Afterburner (Single player), Infection Vaccine (Multiplayer Only)
Special	Ram
Multiplayer Default	No



Though the Somtaaw Ramming Frigate is a bit slower on the approach in Beast hands, once it's locked on, it's much harder to kill.

The Ramming Frigate is vulnerable to EMP bursts (from ACVs) and is a prime candidate for Sphere formation attacks.

Multibeam Frigate

Origin	Somtaaw
Firepower	3,900
Health	11,500
Armor	4,000



Coverage	90 Percent
Maneuverability	Medium
Maximum Speed	370 m/s
Build Time	1:00
Build Cost	800 RUs
Support Units Required	12
Required Technologies	Frigate Drive, Advanced Ion Cannon
Upgrades	Energy Cannon, Repair Bots, Advanced Frigate Drive, Armor Level 2
Special	None
Multiplayer Default	No

The Multibeam Frigates are the most versatile and useful ships in the Somtaaw fleet. The Beast seems to enjoy them too—they're a favorite target of infection beams and Cruise Missiles, and they serve as escorts for the larger Beast ships.

They're less effective against larger ships with multiple tracking weapons, though their enhanced Beast armor improves their chances in such a battle.

Hive Frigate

Origin	Somtaaw
Firepower	1,400
Health	11,000
Armor	3,800
Coverage	12 Percent
Maneuverability	Medium
Maximum Speed	390 m/s
Build Time	1:00
Build Cost	625 RUs
Support Units Required	20
Required Technologies	Frigate Drive, Micro-Ship Construction
Upgrades	Energy Cannon, Repair Bots, Advanced Frigate Drive, Armor Level 2, Armor Level 3
Special	Swarm
Multiplayer Default	No



PART I: SHIPS & TECHNOLOGY

Hive Frigates are pests and easily underestimated. Enemy ships are quickly distracted by the cloud of swarmers flitting about their hulls. They sometimes forget to target the source of it all while the Hive Frigate and her fleetmates take aim. The organic Beast armor, therefore, suits her well—she can withstand much more fire in her often-exposed position.

SUPER CAPITAL CLASS

Carrier

Origin	Imperialist Taiidan
Firepower	4,000
Health	45,000
Armor	65,000
Coverage	75 percent
Maneuverability	Low
Maximum Speed	290 m/s
Build Time	7:00
Build Cost	3,400 RUs
Support Units Required	0
Required Technologies	Destroyer Drive
Upgrades	Crystal Processing, Advanced Destroyer Drive, Energy Cannon, Beast Infect Weapon, Armor Level 3
Special	Infect
Multiplayer Default	Yes

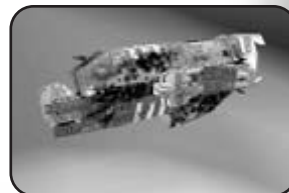


THE BEAST FLEET

Granted to the Beast by the shortsighted Imperialists, this massive Carrier is one of the most durable in space thanks to the Beast's redecoration. The infection brings this Carrier on par with the otherwise superior Somtaaw Carrier.

Heavy Cruiser

Origin	Imperialist Taiidan
Firepower	20,000
Health	85,000
Armor	77,000



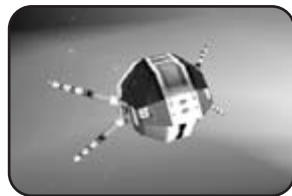
Coverage	30 Percent
Maneuverability	Very Low
Maximum Speed	245 m/s
Build Time	7:00
Build Cost	3,000 RUs
Support Units Required	70
Required Technologies	Destroyer Drive, Heavy Guns, Advanced Ion Cannon
Upgrades	Energy Cannons, Advanced Destroyer Drive, Beast Infect Weapon, Armor Level 3
Special	Infect
Multiplayer Default	Yes

Another gift from the Imperialist allies, this monstrosity loses nothing by its inclusion in the Beast. It's still vulnerable to strike force attacks, but it can hold up a bit longer than the Imperial version. Her new regeneration capabilities and enhanced armor make her a tough kill—if you don't throw enough at her, she may heal faster than you can damage her.

MICRO-SHIP CLASS

Sentinel

Origin	Somtaaw
Firepower	290
Health	600
Armor	350
Coverage	15 Percent
Maneuverability	High
Maximum Speed	250 m/s
Build Time	0:10
Build Cost	80 RUs
Support Units Required	3
Required Technologies	Micro-Ship Construction
Upgrades	Energy Cannons, Force Field Level 1, Force Field Level 2, Force Field Level 3, Advanced Sensors, Armor Level 2
Special	Force Field, Unlink Force Field
Multiplayer Default	No



The Sentinel is a marvelous acquisition for the Beast and a disastrous one for those who oppose her. These already tenacious ships (whose speed is irrelevant) are liberally employed in the service of protecting Beast Super Capital ships.

NON-COMBAT CLASS

Worker

Origin	Somtaaw
Firepower	0
Health	3,700
Armor	1,800
Coverage	0 percent
Maneuverability	Very High
Maximum Speed	365 m/s
Build Time	0:55
Build Cost	650 RUs
Support Units Required	4
Required Technologies	None
Upgrades	Repair Systems, Salvaging Ability, Armor Level 3
Special	Harvest, Salvage, Repair
Multiplayer Default	Yes



Like her Somtaaw counterpart, the Beast Worker can harvest resources and salvage crystals and damaged enemy ships. It can't, however, upgrade to repair its fleet-mates without infecting a previously upgraded Somtaaw Worker.

Processor

Origin	Somtaaw
Firepower	2,500
Health	27,000
Armor	45,100
Coverage	80 Percent
Maneuverability	Low



Maximum Speed	235 m/s
Build Time	1:20
Build Cost	1,200 RUs
Support Units Required	13
Required Technologies	None
Upgrades	Crystal Harvesting Ability, Repair Systems, Armor Level 3
Special	None
Multiplayer Default	Yes

The Somtaaw Processor is well suited to the Beast's needs. She helps feed the Beast's insatiable hunger for resources and provides bonus automatic repair ability. On the downside, the ship has been downgraded from slow to really, really slow, further hampering the speed of any fleet she's a part of.

SPECIAL CONSIDERATIONS: BATTLING THE BEAST

There are a few things about battling the Beast that you must take into account. These tips will aid you immeasurably in gaining an advantage over the Beast in both single- and multiplayer games.

THE RECHARGE INTERVAL

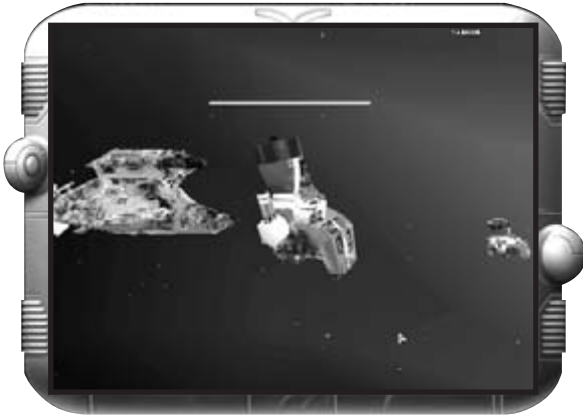
The Beast infection beam needs time to recharge after use. Send an easily infected ship toward a Beast Command Ship, Carrier, or Heavy Cruiser to tempt the ship to fire the beam.

As its effects take hold, scuttle the ship (see below) and bring in your attack fleet. The Beast won't be able to charge the beam before your ships can arrive and open fire.

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Note, however, that a Beast Command Ship or Carrier can shift power to the infection beam and charge it faster than normal. To counter this, be ready to move in immediately; even with power shifted, the beam can't charge that quickly.

SCUTTLE THE INFECTION



WHEN A SHIP IS BEING INFECTED, YOU HAVE A MOMENT WHILE THE SHIP IS STILL UNDER YOUR CONTROL TO SCUTTLE IT—AND KEEP IT AND ITS TECHNOLOGY AWAY FROM THE BEAST.

If your ships are hit with the beam, quickly select the unfortunate units and scuttle them. This keeps them from being turned against you and prevents the Beast from gaining their technology. Be careful not to select the unit's entire squadron when you're hurriedly trying to detonate it.

DON'T TOUCH THE BEAST

Beast ships can't be salvaged, rammed, leeched, spied, or vented. Any ship that touches the hull of an infected vessel will receive infection.

TRYING TO SALVAGE THE BEAST IS NOT
A GOOD IDEA.

The only cure for this problem is the Infection Vaccine, only available in multiplayer mode. This research inoculates Workers and Ramming Frigates against this kind of proximity infection.



TURANIC RAIDER AND IMPERIAL TAIDAN SHIPS

IF YOU ONLY HAD THE BEAST TO DEAL WITH, YOUR MISSION MIGHT BE A LITTLE TOO EASY. JUST TO MAKE THINGS REALLY INTERESTING, HOW ABOUT TWO OTHER FORCES OF EVIL PATROLLING THE DARK CORNERS OF SPACE WITH YOUR BLOOD ON THEIR MINDS? NOW THAT SOUNDS LIKE A CHALLENGE!

YOU'LL BE IN CONSTANT COMBAT WITH THE SHIPS OF THE TURANIC RAIDERS AND THE IMPERIALIST TAIDAN. THEIR VESSELS WILL ALSO APPEAR IN MODIFIED FORM AS BEAST SHIPS. BEST TO GET TO KNOW THEM NOW RATHER THAN IN THE MIDST OF A MISSILE BARRAGE.

TURANIC RAIDER SHIP DIRECTORY

The Turanic Raiders are a ruthless pirate band that terrorizes the galaxy. Their fleet is geared to quick, surprise attacks, devastating ship thievery, and violent breach-and-board attacks. They can neither be reasoned with nor trusted, even in the face of a common and overpowering enemy.

Destroy any Turanic ship on sight. It may be your only chance.

TURANIC RAIDER SHIP SUMMARY

Ship	Firepower	Armor	Coverage (Percent)	Maneuverability	Max. Speed
Fighter	65	75	5	Very High	780
Salvage Corvette	200	1,200	10	High	550
Missile Corvette	320	1,300	60	High	500
Ion Array Frigate	3,500	4,800	6	Low	245
Carrier	7,500	58,000	40	Low	235

FIGHTER CLASS

Turanic Fighter (Interceptor)

Firepower	65
Armor	75
Coverage	5 percent
Maneuverability	Very High
Maximum Speed	780 m/s



The Raider Fighter (also known as an Interceptor) is really no match for the Bentusi-inspired Acolyte. Though it has a slight edge in armor, it's otherwise an inferior ship. Even a slightly smaller group of Acolytes should be able to best a wing of fighters with no loss of personnel.

The only edge the fighter can gain is against the ACV. Its additional speed can lend trouble to the more powerful, but slower, ACVs. Still, it's never any problem to unlink ACVs and suddenly overwhelm the fighters with a swarm of Acolytes.

This ship type can be infected and is also used by the Beast. See "Beast Fleet" for more information.

CORVETTE CLASS

Standard Corvette

Firepower	200
Armor	1,200
Coverage	10 percent
Maneuverability	High
Maximum Speed	550 m/s



The Standard Corvette is the Raiders' primary salvage ship. Unlike the Sontaaw Workers, however, the Standard Corvette is armed to the teeth and nimble to boot. Its heavy armor and good maneuverability make it a challenging kill for an ACV escort. As if they're not difficult enough to fend off, the Standard Corvette has unveiled a Mimic Technology that enables it to pose as other ships or even space debris and asteroids. Don't be surprised if your Workers are suddenly ambushed by a bunch of rocks.

This brutal salvage ship can be overwhelmed by superior numbers or by a strong wall of Multibeam Frigates. It's particularly vulnerable once it has latched onto its quarry; focus fire on it in Sphere formation as it tries to make off with your Processor.

Missile Corvette

Firepower	320
Armor	1,200
Coverage	60 percent
Maneuverability	High
Maximum Speed	500 m/s



The Missile Corvette looks fearsome—and it is against slower-moving corvettes and frigates. It's particularly adept at feasting on Ion Beam Frigates or other ships with slow turning ability and non-tracking guns. The ship's guided missiles are far

PART I: SHIPS & TECHNOLOGY

too slow to track fast-moving fighters effectively. With a team of escorts to back it up, however, it's exceedingly dangerous against a large ship.

The Missile Corvettes can be incorporated into the Beast's fleet. For more information, see "Beast Fleet."

FRIGATE CLASS

Ion Array Frigate

Firepower	3,500
Armor	4,800
Coverage	6 percent
Maneuverability	Low
Maximum Speed	245 m/s



In the proper circumstances, the Ion Array Frigate is one of the deadliest ships in space. In large groups that suddenly uncloak alongside a poorly escorted Destroyer, their crews can be onboard the crippled ship in minutes. This situation can, however, be easily countered by keeping even a token fighter escort near large ships; their constant motion and shower of fire leave the Ion Frigate no answer. They're among the frigates most vulnerable to strike craft attacks.

This vessel can be incorporated into the Beast's fleet. For more information, see "Beast Fleet."

SUPER CAPITAL CLASS

Carrier

Firepower	7,500
Armor	58,000
Coverage	40 percent
Maneuverability	Low
Maximum Speed	235 m/s



TURFANIC AND TIDAN SHIPS

The Turanic Carrier has the best firepower of any Carrier. Unfortunately, its extremely low coverage leaves it very vulnerable to strike craft assaults. Against Capital-class ships, however, it's the one Carrier that can really hold its own in battle.

IMPERIALIST TAIIDAN SHIP DIRECTORY

IMPERIALIST TAIIDAN SHIP SUMMARY

Ship	Firepower	Armor	Coverage (Percent)	Maneuverability	Max. Speed
Attack Bomber	86	80	5	Medium	650
Destroyer	7,055	15,000	35	Low	295
Missile Destroyer	4,550	12,500	0	Low	295
Salvage Corvette	125	1,100	0	Medium	450
Multigun Corvette	380	700	78	Medium	600
Defense Field Frigate	0	4,400	100	Low	325
Ion Beam Frigate	3,040	4,200	2	Low	300
Proximity Sensor	0	600	0	Very High	1,000
Assault Frigate	2,548	4,500	75	Low	325
Carrier	4,000	60,000	75	Low	300
Support Frigate	2,000	3,800	50	Medium	450
Gravwell Generator	0	3,400	0	Low	325
Heavy Defender	190	78	70	High	385
Heavy Interceptor	75	72	6	Very High	775
Minelayer Corvette	0	1,250	0	Medium	425
Heavy Cruiser	20,000	75,000	30	Very Low	250

FIGHTER CLASS

Heavy Interceptor

Firepower	75
Armor	72
Coverage	6 percent
Maneuverability	Very High
Maximum Speed	775 m/s

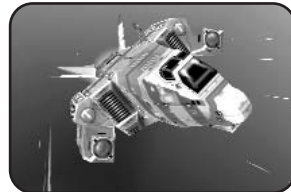


The basic Imperial fighter is quite a match for the Somtaaw Acolyte. On paper, the Acolyte has an advantage, but the match is, in truth, fairly even. On the other hand, ACVs can easily handle a large group of Interceptors unless the Imperialist ships decide to flee and bring back a larger fleet; the ACVs are powerless to stop the retreat unless they unlink and give chase with the slightly faster Acolytes.

The Interceptor is extremely vulnerable to Multibeam Frigates and lacks firepower to do much more than annoy Capital-class ships.

Attack Bomber

Firepower	86
Armor	80
Coverage	5 percent
Maneuverability	Medium
Maximum Speed	650 m/s



The Attack Bomber is very weak in combat with other strike craft, Multibeam Frigates, and any ship with missiles. Its plasma bombs simply travel too slowly to hit any of the currently deployed fighters or corvettes. What the Bombers do very well is attack Capital-class ships and slow frigates. If a one of these larger ships lacks an escort, it's a prime target for the Bombers. These attacks can be fended off easily with a respectably sized strike craft escort.

Attack Bombers can compensate for their primary weakness by bringing along a wing of escorts to ward off other strike craft.

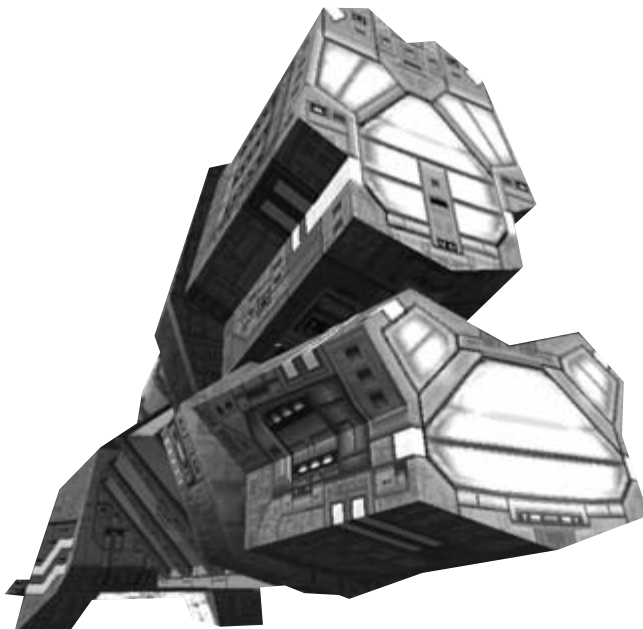
When an Attack Bomber is infected by the Beast, it becomes part of the monster's fleet. See "Beast Fleet" for details.

Heavy Defender

Firepower	190
Armor	78
Coverage	70 percent
Maneuverability	High
Maximum Speed	385 m/s



The Heavy Defender's function is to beat down attacking strike craft during the first moments of contact. To this end, they have a brutal trio of high-speed guns. Any strike craft escaping this attack, however, will have sitting duck for dinner thanks to the Defender's minimal speed. Defenders are outmatched by Multibeam Frigates and very large swarms of strike craft; they can't shoot *everyone*.



CORVETTE CLASS

Multigun Corvette

Firepower	380
Armor	700
Coverage	78 percent
Maneuverability	Medium
Maximum Speed	600 m/s



With six turreted guns, the Multigun Corvette is almost as terrifying to strike craft pilots as the Somtaaw Multibeam Frigate. What the Multigun Corvette lacks in firepower, it picks up in speed (comparable to the Multibeam at least). What makes it hard to counter and a pleasure to command is its ability to hit multiple targets at once. As such, it makes a fantastic escort for larger ships and harvesting crews; just a few can ward off any but the largest strike craft swarms.

The weakness of their guns makes Multigun Corvettes ineffective as strike craft.

Multigun Corvettes can enter the service of the Beast. See “Beast Fleet” for more details.

Minelayer Corvette

Firepower	0
Armor	1,250
Coverage	0 percent
Maneuverability	Medium
Maximum Speed	425 m/s



By dropping mines in areas of approach, Minelayer Corvettes can transform a confident arrival by an enemy fleet into a bitter retreat from a wall of magnetic,

explosive mines. These mines are only attracted to enemy ships—but don't recognize disguised Mimics as hostiles.

When a Minelayer is attacked, it scrambles, dropping mines at every opportunity. Because it has no other weapons, this is its only option. ACVs have the correct combination of firepower and speed to prevent Minelayers from dumping their mines—Acolytes can't lay down enough fire and are shortly consumed by dumped mines.

The mines themselves are best combated with Acolytes set to Evasive Tactics.

FRIGATE CLASS

Defense Field Frigate

Firepower	0
Armor	4,400
Coverage	100 percent
Maneuverability	Low
Maximum Speed	325 m/s



Defense Field Frigates have absolutely no weaponry. They depend entirely on the field they project around themselves for protection. The frigate itself and all ships contained in it are protected from damage from projectile weapons but can still be struck by missiles, ion beams, and mines.

This Imperialist frigate can be engineered and deployed by the Beast. See "Beast Fleet" for details.

Ion Beam Frigate

Firepower	3,040
Armor	4,200
Coverage	2 percent
Maneuverability	Low
Maximum Speed	300 m/s



The Imperialist Ion Beam Frigate isn't as powerful or as durable as the Turanic version, nor does it feature a cloaking device. But it can at least brag that it's considerably faster.

Faster or no, the ship is still saddled with a unidirectional beam and a very slow turning speed—rendering it deadly to its targets (the most firepower short of a Destroyer) but a sitting duck for strike craft. Lock it within Sphere formation and rain death upon it.

Assault Frigate

Firepower	2,548
Armor	4,500
Coverage	75 percent
Maneuverability	Low
Maximum Speed	325 m/s



Assault Frigates aren't as powerful as the Ion Beam Frigates but they're much more versatile. With four turreted guns, the ship can target enemy ships in several directions simultaneously and fire while in motion. The front-firing plasma bomb launcher serves as its primary attack weapon, most effective against other frigates.

The turreted guns damper the usual strike craft advantage against the Assault Frigate. Still, its rear area isn't protected and is wide open to attack. With only four guns, however, the Assault Frigate is most vulnerable to attacks by extremely large wings of strike craft.

Support Frigate

Firepower	2,000
Armor	3,800
Coverage	50 percent
Maneuverability	Medium
Maximum Speed	450 m/s



The Support Frigate provides automated repair services to ships in combat. It can be quite a menace as it undoes all the hard-fought damage you're busy dishing out. Often, they travel in pairs, fixing each other when necessary.

Squadrons of strike craft have a distinct advantage over Support Frigates. The frigate's powerful guns aren't very accurate against strike craft and can only fire in the front hemisphere of the ship; it's entirely exposed at the rear. However, this weapon is formidable against other frigates.

Try to eliminate these ships quickly when attacking their fleets. This often isn't easy. Two unconventional attacks seem to be the most effective. First, move one or both out of the battle with Ramming Frigates—they won't be away long but it's better than nothing. Second, and preferably, attach a few Leeches to each Support Frigate in a group and watch them suddenly vaporize. Problem solved!

Gravwell Generator

Firepower	0
Armor	3,400
Coverage	0 percent
Maneuverability	Low
Maximum Speed	325 m/s



Gravwell Generators don't have guns of their own, but they're among the Imperialists' most powerful weapons. Sent as escorts, these ships can create a gravity well that briefly paralyzes approaching Fighter-, Corvette-, and Frigate-class ships.

They're very hard to target because attacks are being constantly interrupted by newly formed gravity wells. Unfortunately, Leeches can't attach to the Gravwell's hull.

Ramming Frigates, on the other hand, can rush the ship, plow through the gravity field, and push the Gravwell Generator out of the battle. It'll require a few collisions, but the Gravwell will eventually expire from the impacts.

SUPER CAPITAL CLASS

Carrier

Firepower	4,000
Armor	60,000
Coverage	75 percent
Maneuverability	Low
Maximum Speed	300 m/s



The Imperial version of the Cruiser is second only to the Somtaaw rendition. It's extremely well armored but lacking severely in firepower—adequate only for the most basic self-defense.

The Carrier can build Fighter-, Corvette-, and Frigate-class ships in its own construction bays. Therefore, they should always be primary targets to cut the flow of enemy ships.

The Beast employs its own version of the Imperialist Carrier. See “Beast Fleet” for details.

Destroyer

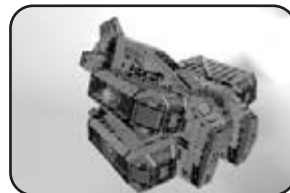
Firepower	7,055
Armor	15,000
Coverage	35 percent
Maneuverability	Low
Maximum Speed	295 m/s



Once you enter heavy Capital-ship combat, this is the ship of choice for the Taiidan Imperialists. Front-firing ion cannons are backed up by four heavy guns and two turrets. Although it's devastating from the front, the Destroyer is still vulnerable from the rear and sides. Plus, the two turrets aren't enough to ward off a large wing of ACVs. Stay away from the front of this powerful ship, attack the sides and rear, and it'll start to take very substantial damage.

Missile Destroyer

Firepower	4,550
Armor	12,500
Coverage	0 percent
Maneuverability	Low
Maximum Speed	295 m/s



This specialized Destroyer is weaker than its traditional counterpart but it's perfectly suited to eliminating all strike craft. The homing missile barrages can pop entire attack wings right out of space in moments. Missile Destroyers are often seen as escorts for other Capital-class vessels.

To neutralize them, counter with Destroyers or Multibeam Frigates, preferably from behind as the ship has no turrets.

Heavy Cruiser

Firepower	20,000
Armor	75,000
Coverage	30 percent
Maneuverability	Very Low
Maximum Speed	250 m/s



The Heavy Cruiser is big and slow, but no one's got the guts to tell it so—not with its punishing array of turreted ion beams and heavy guns.

Strike craft can attack with relative impunity but won't do much damage. Frigates and Capital ships can't stop the Heavy Cruiser. These opponents, be they victims or would-be attackers, are just slow enough for the Heavy Cruiser to focus all of its fire on a single target. Ouch.

The Heavy Cruiser is a fairly easy salvage, though it requires a whopping five Workers to haul it home.

The Beast has added this prize to its Capital-ship fleet. For more information, see “Beast Fleet.”

NON-COMBAT CLASS

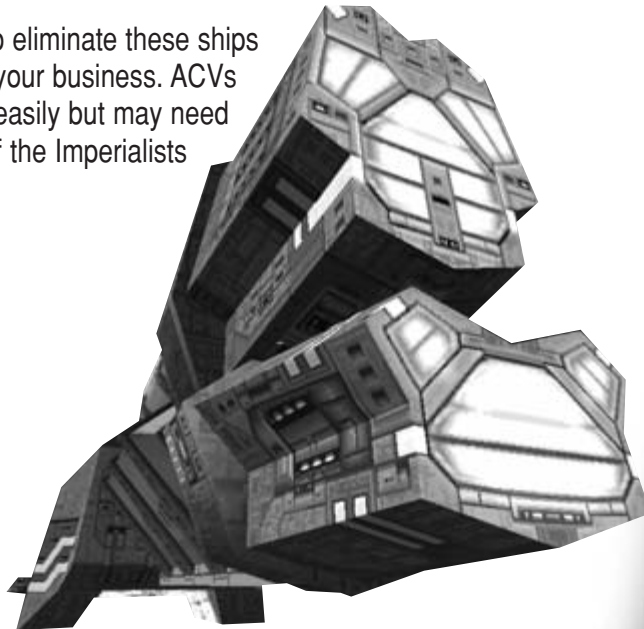
Proximity Sensor

Firepower	0
Armor	600
Coverage	0 percent
Maneuverability	Very High
Maximum Speed	1,000 m/s



These non-combatant ships keep an eye on their region of space with larger-than-normal sensor spheres. These sensors warn your enemies of your approach and can unmask Mimics and see the otherwise-elusive Leech.

It's often necessary to eliminate these ships before you can go about your business. ACVs can clear an entire array easily but may need to unlink to Acolyte form if the Imperialists give chase.



TECHNOLOGY AND RESEARCH

RESEARCH IS THE HEART OF ALL COMBAT IN HOMEWORLD CATAclysm. IF YOU DON'T KEEP UP WITH ADVANCES IN SHIP TECHNOLOGY, YOU'LL BE QUICKLY LEFT BEHIND, A HOLLOW HULL FLOATING IN SPACE.

RESEARCH FUNCTIONS VARY DIFFERENTLY FOR THE TWO PRIMARY RACES: THE SOMTAAW AND THE BEAST. UNDERSTANDING EACH IS ESSENTIAL TO SUCCESS IN THE SINGLE- AND MULTIPLAYER CAMPAIGNS.

SOMTAAW RESEARCH

Hiigaran research methods have changed significantly since the Kushan Exodus. At least, it has for the downtrodden miner Kiith Somtaaw.

Theirs is a much more utilitarian system, expandable to the necessities of deep space exploration. Somtaaw research isn't based on an unwieldy Research Ship but rather directly on the Command Ship in any of five possible research modules that can be built as needs arise.

Each module specializes in a particular slate of research topics that are unlocked gradually by the development of predecessor technologies.

NOTE

IN THE SINGLE-PLAYER GAME, RESEARCH TOPICS DON'T NECESSARILY BECOME AVAILABLE WHEN THEIR MODULE IS BUILT AND ALL PREDECESSOR RESEARCH IS DONE. THE INTRODUCTION OF RESEARCH OFTEN DEPENDS ON STORY CIRCUMSTANCES.

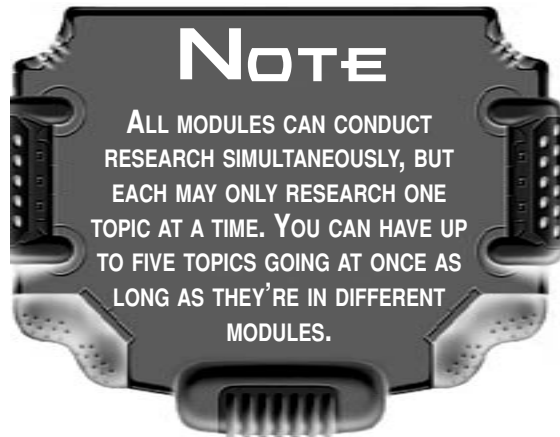
PART I: SHIPS & TECHNOLOGY

Once a topic has been researched, all ships depending on it are added to the Building Manager (if all other required technologies are completed) and resulting upgrades become available. Also, any resulting research topics are added to the module's list of technologies to be researched.

MODULES

There are five kinds of research modules:

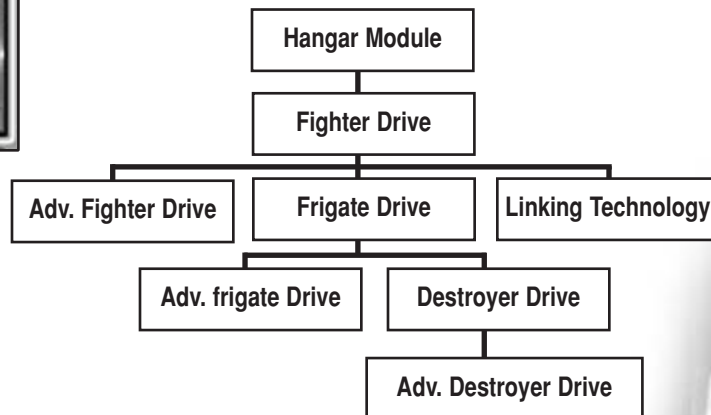
- 👁 Hangar
- 👁 Armor
- 👁 Engineering
- 👁 Advanced Engineering
- 👁 Weapon Module



Hangar Module

COST: 1,250 RU\$

TECHNOLOGIES:

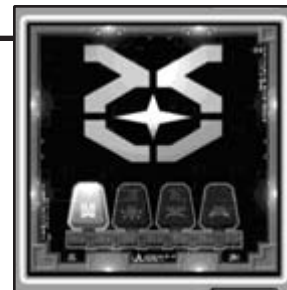
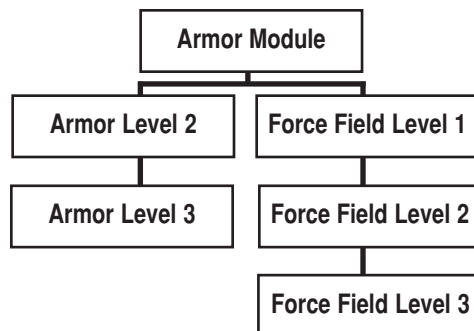


TECHNOLOGY AND RESEARCH

Armor Module

COST: 1,250 RU\$

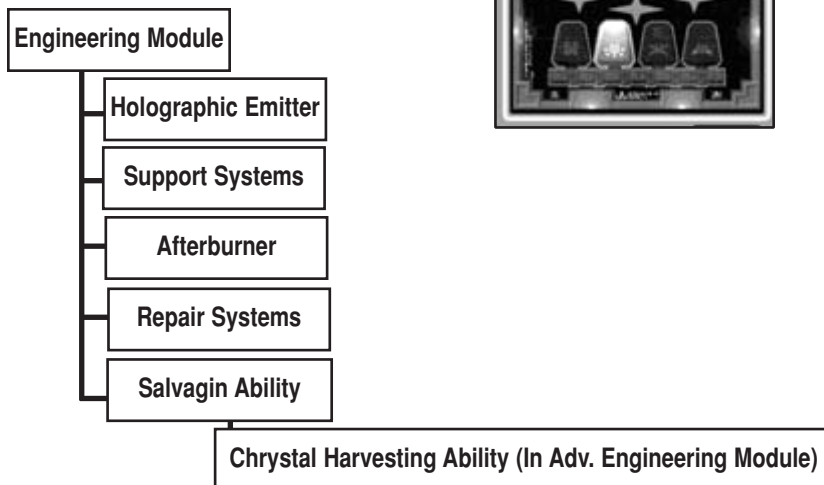
TECHNOLOGIES:



Engineering Module

COST: 1,000 RU\$

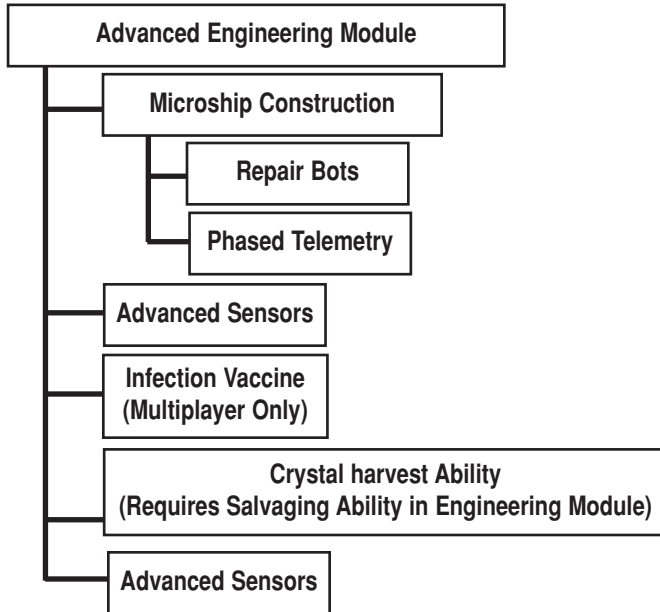
TECHNOLOGIES:



Advanced Engineering Module

COST: 1,750 RUS

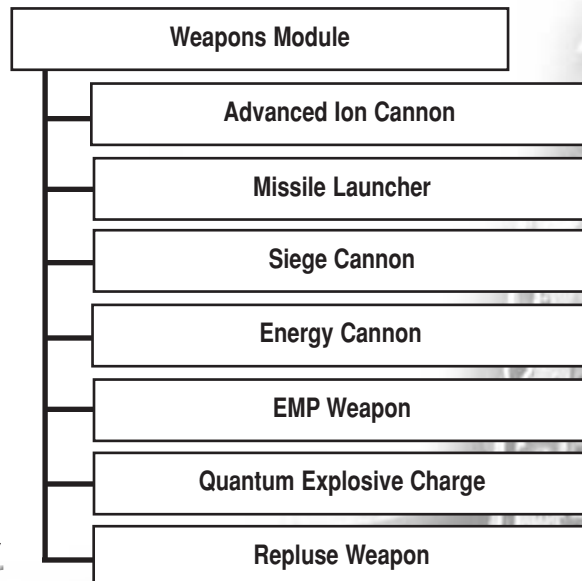
TECHNOLOGIES:



Weapon Module

COST: 1,500 RUS

TECHNOLOGIES:



RESEARCH TOPICS

Research topics allow you to build increasingly powerful ships and outfit your existing ones with new technologies.

The following section explains each technology in terms of the module it comes from, upon which technologies it depends, which other technologies it leads to, which ships it factors into, which ships it upgrades, and multiplayer research times.

NOTE

TWO RESEARCH TOPICS—**INFECTION ORGANISM** AND **INERTIALESS DRIVE**—APPEAR IN THE SINGLE-PLAYER GAME. THESE ARE STORY-DRIVING TOPICS AND HAVE NO EFFECT ON ANY SHIPS OR UPGRADES. YOU HAVE TO RESEARCH THESE TOPICS TO ADVANCE IN THE STORY, BUT DON'T EXPECT TO SEE ANY OTHER PAYOFF.

Advanced Destroyer Drive

Module	Hangar
Derived From	Destroyer Drive
Unlocks	—
Construction Prerequisite For	Dreadnought
Upgrades	Carrier, Destroyer
Research Time (Multiplayer)	6:42



The Advanced Destroyer Drive not only increases the speed of your Destroyers and Carriers, but also opens the way to the construction of Dreadnoughts.

Advanced Fighter Drive

Module	Hangar
Derived From	Fighter Drive
Unlocks	—
Construction Prerequisite For	—
Upgrades	Acolyte, Mimic, ACV, MCV
Research Time (Multiplayer)	2:33



The Advanced Fighter Drive increases the speed of all Fighter-class ships. You must return existing ships to dock before they will be upgraded.

Advanced Frigate Drive

Module	Hangar
Derived From	Frigate Drive
Unlocks	—
Construction Prerequisite For	—
Upgrades	Multibeam Frigates and Hive Frigates
Research Time (Multiplayer)	5:40



The Advanced Frigate Drive increases the speed of Multibeam and Hive Frigates. It has no effect on Ramming Frigates, which are limited to the lower-class drive system.

Advanced Ion Cannon

Module	Weapons
Derived From	—
Unlocks	—
Construction Prerequisite For	Multibeam Frigate, Dreadnought
Upgrades	—
Research Time (Multiplayer)	3:45



The ion cannon is a powerful weapon. It's saddled with shorter range than guns or energy cannons but more than compensates with its strength and speed. In single-player combat, Advanced Ion Cannon technology can be acquired by salvaging an Imperial Ion Beam Frigate.

Advanced Sensors

Module	Advanced Engineering
Derived From	—
Unlocks	—
Construction Prerequisite For	—
Upgrades	Recon, Sentinel
Research Time (Multiplayer)	4:10



With this technology, Recons and Sentinels receive an increase in sensor range and gain the ability to detect Leeches or ships using cloaking or mimicking technology. Advanced Sensors also enable your fleet to see the Health bar of enemy ships.

Afterburner

Module	Engineering
Derived From	—
Unlocks	—
Construction Prerequisite For	Ramming Frigate (Multiplayer only)
Upgrades	Ramming Frigate (Single-player only)
Research Time (Multiplayer)	3:10



Afterburner technology applies only to the Ramming Frigate. In a single-player game, it serves as an upgrade to enable the Rammer to push Capital-class ships. In multiplayer contests, it must be researched before Ramming Frigates will become available.

Armor Level 2

Module	Armor
Derived From	—
Unlocks	Armor Level 3
Construction Prerequisite For	—
Upgrades	All ships
Research Time (Multiplayer)	4:10



Armor Level 2 protects all upgraded ships of all classes from the effects of missiles, kamikaze attacks, or nearby explosions of other ships.

Armor Level 3

Module	Armor
Derived From	Armor Level 2
Unlocks	—
Construction Prerequisite For	—
Upgrades	Sentinel, Worker, Command Ship, Carrier, Destroyer, Dreadnought
Research Time (Multiplayer)	8:23



Armor Level 3 protects the Command Ship, Sentinels, Workers, Carriers, Destroyers, and Dreadnoughts from damage by plasma bombs, energy cannons, and ion cannons.

Crystal Processing

Module	Advanced Engineering
Derived From	Salvaging Ability
Unlocks	—
Construction Prerequisite For	—
Upgrades	Command Ship, Processors, Carriers
Research Time (Multiplayer)	3:20



Once your Workers are able to salvage ships, they can turn their abilities to the valuable crystals that litter space. Before they can haul one in, however, you must ready the Command Ship, Carriers, and Processors by researching methods of processing the salvaged crystals.

Destroyer Drive

Module	Hangar
Derived From	Frigate Drive
Unlocks	Advanced Destroyer Drive
Construction Prerequisite For	Carriers, Destroyers
Upgrades	—
Research Time (Multiplayer)	3:20



The Destroyer Drive is required to build Destroyer-class ships.

EMP Weapon

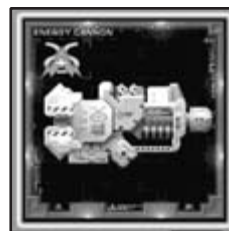
Module	Weapons
Derived From	—
Unlocks	—
Construction Prerequisite For	—
Upgrades	ACV
Research Time (Multiplayer)	5:53



The EMP is an extremely useful special attack. Upgraded ACVs can overcharge their power plants and emit a pulse that temporarily knocks out the electronics of a targeted ship and all nearby vessels. During this time, the victimized ship can't move or fire. Individual ACVs can't affect a larger ship with an EMP blast, but a large squadron, all activating at once, can very briefly stop a capital ship dead in its tracks. EMP is a great way to force a Ramming Frigate to disengage.

Energy Cannon

Module	Weapons
Derived From	—
Unlocks	—
Construction Prerequisite For	Dreadnought
Upgrades	Recon, Acolyte, Mimic, ACV, MCV, Hive Frigate, Carrier, Processor, Sentinel, Command Ship, Destroyer
Research Time (Multiplayer)	7:07



If the rat-tat-tat sound of your ships' guns or "mass drivers" is driving you nuts and you just can't seem to keep up in battle, maybe it's time you replaced them with Energy Cannons. These more-powerful weapons pack a mean punch and fire at a suitably high rate.

Fighter Drive

Module	Hangar
Derived From	—
Unlocks	Advanced Fighter Drive, Frigate Drive, Advanced Frigate Drive
Construction Prerequisite For	Acolyte, Mimic, ACV, MCV
Upgrades	—
Research Time (Multiplayer)	0:45



The Fighter Drive is effectively required for the building of all ships except Workers and Recons.

Force Field Level 1

Module	Armor
Derived From	—
Unlocks	Force Field Level 2
Construction Prerequisite For	—
Upgrades	Sentinel
Research Time (Multiplayer) 3	:20



Force Field Level 1 gives Sentinels the ability to project a force field that deflects gunfire.

Force Field Level 2

Module	Armor
Derived From	Force Field Level 1
Unlocks	Force Field Level 3
Construction Prerequisite For	—
Upgrades	Sentinel
Research Time (Multiplayer)	5:50



PART I: SHIPS & TECHNOLOGY

This higher-level force field strengthens the Sentinels' force field to deflect missiles.

Force Field Level 3

Module	Armor
Derived From	Force Field Level 2
Unlocks	—
Construction Prerequisite For	—
Upgrades	Sentinel
Research Time (Multiplayer)	8:33



This force field is the highest level available. It further increases the power of Sentinels' force fields to deflect plasma bombs, energy cannons, and ion cannons.

Frigate Drive

Module	Hangar
Derived From	Fighter Drive
Unlocks	Advanced Frigate Drive
Construction Prerequisite For	Multibeam Frigate, Hive Frigate, Ramming Frigates (Multiplayer only)
Upgrades	—
Research Time (Multiplayer)	2:30



The Frigate Drive is required to build any Frigate-class ship. In the single-player campaign, you can build a Ramming Frigate without this technology.

Holographic Emitter

Module	Engineering
Derived From	—
Unlocks	—
Construction Prerequisite For	Mimic, MCV
Upgrades	—
Research Time (Multiplayer)	3:00



This technology, stolen from Turanic fighters, leads to construction of a ship that can disguise itself as other ships or asteroids. This ruse can be exposed by Proximity Sensors or ships equipped with Advanced Sensors.

Infection Vaccine

Module	Advanced Engineering
Derived From	—
Unlocks	—
Construction Prerequisite For	—
Upgrades	Worker, Ramming Frigate
Research Time (Multiplayer)	3:23



Normally, even being close to a Beast ship is enough to turn a ship over to the Beast. This touch-infection makes salvaging and ramming Beast ships impossible. The Infection Vaccine can protect Workers and Ramming Frigates from this kind of infection, allowing them to do their favorite jobs with impunity. The vaccine doesn't protect ships from the infection beam or the effects of a Cruise Missile strike.

Linking Technology

Module	Hangar
Derived From	—
Unlocks	—
Construction Prerequisite For	ACV, MCV
Upgrades	Acolyte, Mimic
Research Time (Multiplayer)	4:35



Linking Technology allows you to combine two Acolytes or Mimics to make an Acolyte Composite Vehicle (ACV) or Mimic Composite Vehicle (MCV). You also can unlink combined ships any time you like.

Micro-Ship Construction

Module	Advanced Engineering
Derived From	—
Unlocks	Repair Bots, Phased Telemetry
Construction Prerequisite For	Hive Frigate, Sentinel, Leech
Upgrades	—
Research Time (Multiplayer)	4:10



Micro-Ship Construction opens the door to several small but powerful ships. The Sentinel and the Leech are two very small vessels with very big jobs. The other ship inaugurated with this research topic is the Swarmer—a mobile, intelligent attack drone launched by the Hive Frigate. Without the technology to build the automated Swarmers, the Hive Frigate is useless and, thus, unavailable.

Missile Launcher

Module Weapons Derived From	—
Unlocks	—
Construction Prerequisite For	Dreadnought, Destroyer
Upgrades	Acolyte
Research Time (Multiplayer)	3:35



The Missile Launcher provides a technology necessary for building your two most powerful ship types: the Destroyer and the Dreadnought. It also has a benefit for the little guy—the Acolyte can take advantage of this development with an upgrade, adding a special attack to its basic front-mounted guns.

Phased Telemetry

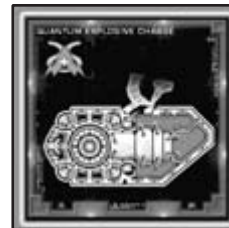
Module	Advanced Engineering
Derived From	Micro-Ship Construction
Unlocks	—
Construction Prerequisite For	Leech
Upgrades	—
Research Time (Multiplayer)	1:40



With existing technology, a Leech can't communicate with or receive direction from the Command Ship without revealing itself to an enemy fleet. Its deployment depends on the development of Phased Telemetry, a technology that enables undetectable transmissions between the Leech and its controllers back home.

Quantum Explosive Charge

Module	Weapons
Derived From	—
Unlocks	—
Construction Prerequisite For	—
Upgrades	Mimic, MCV
Research Time (Multiplayer)	1:40



The self-sacrificing suicide attack of the Mimic and MCV can be rendered far more effective with this upgrade. A QEC-equipped MCV has been known to disable an entire frigate.

Repair Bots

Module	Advanced Engineering
Derived From	Micro-Ship Construction
Unlocks	—
Construction Prerequisite For	—
Upgrades	Frigate- and Super Capital-class ships and Command Ship
Research Time (Multiplayer)	5:05



This upgrade for your largest ships gives them the ability to gradually self-heal. The development of these small, totally automated onboard repair droids helps close the ability gap with the self-healing Beast fleet.

Repair Systems

Module	Engineering
Derived From	—
Unlocks	—
Construction Prerequisite For	—
Upgrades	Worker, Processor
Research Time (Multiplayer)	3:45



Workers and Processors upgraded with this technology can repair friendly ships. Workers perform repairs on selected targets while Processors automatically repair any nearby friendly ship.

Repulsor Weapon

Module	Weapons
Derived From	—
Unlocks	—
Construction Prerequisite For	—
Upgrades	Dreadnought
Research Time (Multiplayer)	4:10



The Repulsor Weapon is based on some very striking Republican Taiidan technology. Once your ship has analyzed the weapon, it can go about designing its own version and latching it to a Dreadnought. The beam sends out a magnetic shock wave that pushes back any enemy ships in its range, interrupting their attacks and creating distance between you and your enemies.

Salvaging Ability

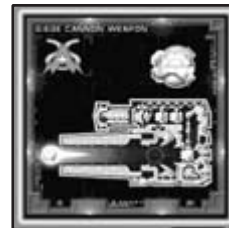
Module	Engineering
Derived From	—
Unlocks	Crystal Processing
Construction Prerequisite For	—
Upgrades	Worker
Research Time (Multiplayer)	3:45



Salvaging Ability equips Workers to salvage damaged enemy ships. Once the ship is sufficiently disabled, Workers may order attack ships away and lock onto the crippled vessel. They then automatically convert the ship to fleet use and make adequate repairs. Once your Processors and Command Ship are upgraded with Crystal Processing, Workers also can salvage crystals.

Siege Cannon Weapon

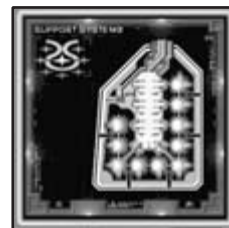
Module	Weapon
Derived From	—
Unlocks	—
Construction Prerequisite For	Siege Cannon
Upgrades	—
Research Time (Multiplayer)	5:00



The ultimate weapon in the Somtaaw fleet is the Command Ship-mounted Siege Cannon. The energy ball it emits can vaporize a Destroyer in one shot. Before it can be brought to bear, however, it must be researched.

Support Systems

Module	Engineering
Derived From	—
Unlocks	—
Construction Prerequisite For	Support Modules
Upgrades	—
Research Time (Multiplayer)	1:40



Support Systems enables you to build Support Modules. These additions to the Command Ship permit expansion of the ship's ability to support a fleet. The more Support Modules you have, the more Support Units your Command Ship will possess, and the more ships it may have in its fleet.

BEAST RESEARCH

The Beast approaches research and technology very differently, taking technology from others rather than engineering it alone. There is only one module the Beast can produce: the Genetics Module. Unlike the Somtaaw Command Ship, however, the Genetics Module is an inherent part of the Beast Command Ship; it doesn't need to be built as part of the preparation for battle. This "head start" is an important element in the play balance between the two races.

The Genetics Module alone only supplies the Beast with three very basic abilities: Support Systems (to expand its support capacity via modules), Crystal Processing, and the Beast Infection Weapon. This third item enables the Beast's most fundamental weapon: the infection beam.

The beam is fired from the Command Ship (and later Carriers and Heavy Cruisers), infecting most ships it strikes. After a painful but brief transition, the target transfers to the control of the Beast. So, with one topic of research, the Beast can build a fleet by stealing ships from others.

If the Beast only stole ships, it would be merely insidious. What the creature does next is far worse. By *retiring* an infected craft, the Beast gains the ability to build that ship *and* research all technologies contained in the ship.

For the Beast, each ship it has infected (and retired) becomes a "module" in its Research Manager. Before the ship type can be built from scratch, however, the Beast must research the technologies required to build it. Once this is done, any upgrade technologies installed on the particular infected ship can be researched as well.

This "reverse engineering" of stolen ships makes for some very difficult strategic choices for a Somtaaw player facing off against the Beast. Do you research Micro-Ship Construction to build a Hive Frigate or do you deny yourself this technology so the Beast won't be able to build Sentinels?

Things get even more interesting when you look at dependent technologies, ones triggered by the research of another technology. For Somtaaw, if you research, for example, Fighter Drive, you have immediate access to Advanced Fighter Drive.



PART I: SHIPS & TECHNOLOGY

The Beast simply doesn't work this way. The only way the Beast can get this upgrade is to infect a ship with an Advanced Fighter Drive.

Obviously, playing as the Beast forces you to think differently about technology.

RESEARCH TOPICS

Given the different slate of ships with which the Beast begins (see "Beast Ships"), it's not surprising that there are several research topics not available to the Somtaaw fleet. These are outlined below.



Beast Infect Weapon

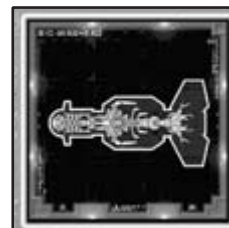
Construction Prerequisite For Upgrades	— Command Ship, Carrier, Heavy Cruiser, Cruise Missiles
Research Time (Multiplayer)	5:50



This fundamental Beast weapon is essential to its success—without the power to infect enemy ships, the Beast will never gain valuable upgrades. This weapon gives rise to the infection beam and the ability to infect most ships below Super Capital class. It can be outfitted to the Command Ship or a Carrier or Heavy Cruiser by upgrade. When added to a Cruise Missile, this technology bestows the ability to infect rather than simply impact targets.

Bio-Warhead

Construction Prerequisite For Upgrades	Cruise Missile —
Research Time (Multiplayer)	1:20



This technology is required, along with Fighter Drive and Missile Launcher, to build Cruise Missiles. Until you upgrade with the Beast Infection Weapon, the Cruise Missiles don't transmit the infection; they merely detonate and destroy.

Cloaking Ability

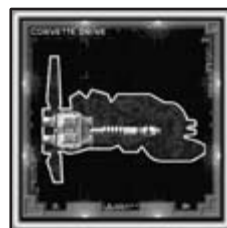
Construction Prerequisite For	Cloaked Fighter
Upgrades	Ion Array Frigate
Research Time (Multiplayer)	1:31



Cloaking renders a ship invisible to enemies with conventional sensor equipment. The effect has a limited duration and lifts when a cloaked ship attacks. Cloaking must be achieved while outside enemy Sensor range or the enemy will be able to see the ship. Recons and Sentinels outfitted with Advanced Sensors can spot a cloaked vessel and warn their fleet.

Corvette Drive

Construction Prerequisite For	Missile Corvettes, Multigun Corvettes, Heavy Corvettes
Upgrades:	—
Research Time (Multiplayer):	1:45



The Corvette Drive is required technology to build Corvette-class ships.

Defense Field

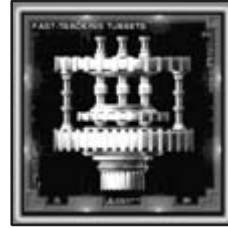
Construction Prerequisite For	Defense Field Frigate
Upgrades	—
Research Time (Multiplayer)	1:51



The Defense Field allows a ship to cast a protective sphere. The sphere provides protection from guns and plasma bombs. It doesn't, however, offer protection against ion beams, missiles, or mines. It's required technology, along with Frigate Drive, for construction of Defense Field Frigates.

Fast-Tracking Turrets

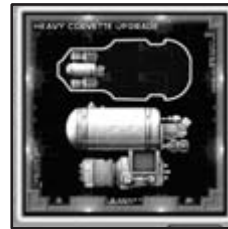
Construction Prerequisite For	Multigun Corvettes
Upgrades	—
Research Time (Multiplayer)	2:50



This weaponry is required, along with Corvette Drive, to build Multigun Corvettes.

Heavy Corvette Upgrade

Construction Prerequisite For	Heavy Corvette
Upgrades	—
Research Time (Multiplayer)	1:00



This armor/firepower upgrade is required, along with Corvette Drive, to build Heavy Corvettes.

Heavy Guns

Construction Prerequisite For	Heavy Cruiser
Upgrades	—
Research Time (Multiplayer)	3:40



You can't build a Heavy Cruiser without Heavy Guns. It's required technology along with Destroyer Drive and Advanced Ion Cannon.

Plasma Bomb Launcher

Construction Prerequisite For	Attack Bomber
Upgrades	—
Research Time (Multiplayer)	1:40



Plasma Bomb technology is required for the construction of Attack Bombers.

SUPPORT, BUILDING AND SYSTEMS MANAGEMENT

BUILDING SHIPS SHOULD BE OLD HAT TO ANYONE WHO'S EVER PLAYED A REAL-TIME STRATEGY GAME IN GENERAL OR HOMEWORLD IN PARTICULAR. YOU PICK A SHIP, PAY THE COST OF CONSTRUCTION, SET YOUR BUILDERS TO WORK, AND TAKE THE HELM WHILE THE SHIP'S STILL HOT.

BUILDING IN HOMEWORLD CATAclySM IS GENERALLY THE SAME AS IN THE ORIGINAL. THERE IS ONE BIG EXCEPTION—A LIMITATION THAT FORCES A SLEW OF NEW STRATEGIC CHOICES.

CATAclySM INTRODUCES THE CONCEPT OF FLEET SUPPORT. THIS CONCEPT IMPOSES HARD BUT EXPANDABLE LIMITS ON THE NUMBER OF SHIPS YOUR FLEET CAN MAINTAIN; IF YOU CAN'T MAINTAIN IT, YOU CAN'T BUILD IT.

ALSO NEW IS THE SYSTEMS MANGER, AN INTERFACE THAT ALLOWS YOU TO CONTROL THE MAJOR FUNCTIONS OF YOUR COMMAND SHIP AND CARRIERS.

BOTH RACES HANDLE BUILDING, SUPPORT, AND SYSTEMS MANAGEMENT SIMILARLY BUT THERE ARE IMPORTANT DIFFERENCES.

BUILDING

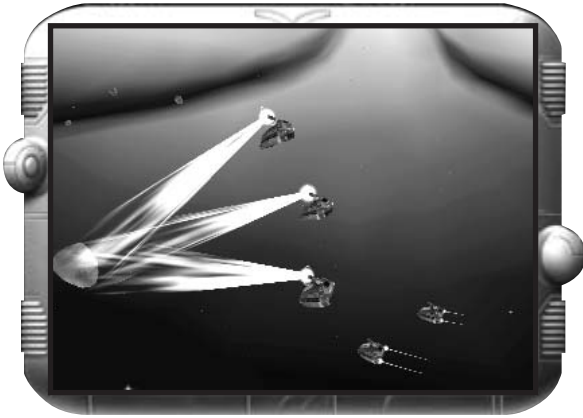
Building ships effectively is an acquired skill. With experience you learn what to build, when to build, and when to do nothing. Alas, this sense can't be taught.

PART I: SHIPS & TECHNOLOGY

There are, however, a few general principles that can get you on your way to using both your fleet and your available resources effectively.

RESOURCES

The most essential consideration in building is making sure you have enough resources to make your vision come alive.



KEEP THE WORKERS BUSY TO KEEP THE RUS
FLOWING IN.

Your main concern should be building within your means. You may want a dozen Multibeam Frigates but if that leaves you no RUs for a desperately needed ACV escort for your Command Ship, then you aren't spending your money wisely.

The other consideration is maintaining a constant flow of resources. Keep your Workers constantly busy and take advantage of quiet spells to harvest and build effectively.

Effective harvesting takes constant attention. Resource strategies are covered in depth in "Harvesting Resources."

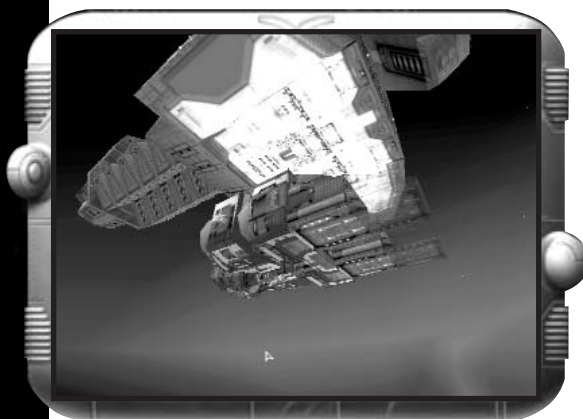
BUILDING BAYS

In general, you can start as many construction projects as you have the RUs and the SUs to build and support. There are some limits, however.

Smaller ships are built inside the Command Ship's hangar. All Fighter-, Corvette-, Micro-ship-, and Frigate-class ships and Workers are manufactured internally and either docked or ejected as they're completed.

SUPPORT, BUILDING, AND SYSTEMS





YOUR LARGEST SHIPS ARE CONSTRUCTED OUTSIDE THE COMMAND SHIP. THIS LEAVES THEM VULNERABLE TO ATTACK WHILE THEY'RE IN PRODUCTION.

The Command Ship must build Super Capital Carrier-class ships and Processors in its single external construction bay. It can only build one of these ships at a time.

Modules are also constructed externally but, because each module is built in a different space, you can work on several at once.

BUILDING AND SUPPORT UNITS

You can only build ships that you can support. Building is limited by the SU requirements of all existing ships and ships in production.

CARRIERS

Carriers have limited construction bays that are capable of fabricating all but Super Capital ships. Obviously, ships built by Carriers will launch from that Carrier.

Be sure when fighting far away from your Command Ship that the school of ACVs you just built will come out of your nearby Carrier and not your Command Ship in another sector of space.

NOTE

SUPPORT UNITS ARE A MEASURE OF FLEET SUPPORT, NOT SHIP SUPPORT. IN OTHER WORDS, COMMAND SHIPS AND CARRIERS DON'T HAVE INDIVIDUAL SUPPORT LIMITS AND YOU CAN DO ALL OF YOUR BUILDING FROM A CARRIER IF YOU LIKE.

RETIRING

Retiring a ship in your fleet takes it permanently out of service. Decommissioning a ship returns 60 percent of the ship's original cost.

It's often necessary to retire ships to make room for scavenged or infected ships. Beware, however, that retiring takes a while.

PART I: SHIPS & TECHNOLOGY

If you're pressed for time, consider scuttling the ship instead—you'll lose the entire investment in the ship but it might be worth it.

SUPPORT

Support is a new concept to the *Homeworld* franchise. The basic principle is very simple.

Every ship requires a certain number of Support Units to operate and stay in good working order. The sum of all your ships' SU ratings plus the SU demand of ships under construction can't exceed your fleet's maximum support capacity.



NOTE

THE SU RATINGS FOR ALL SHIPS ARE LISTED IN THE FIRST TWO SECTIONS OF "PART I: SHIPS AND TECHNOLOGY."

THE SUPPORT UNIT INDICATOR IN THE MIDDLE OF THE BUILDING MANAGER SHOWS HOW YOU'RE DOING.

You can monitor the condition of your ship-to-SU ratio by the meter in the Building Manager or check the actual numbers in the lower right of the main game display.

Support capacity is tied to three things: the Command Ship, Support Modules, and Carriers.

COMMAND SHIPS

Command Ships are the primary location of most of your support staff. When you begin (unless you get a fully kitted out vessel in multiplayer), you're limited to the fixed support capacity of the Command Ship.

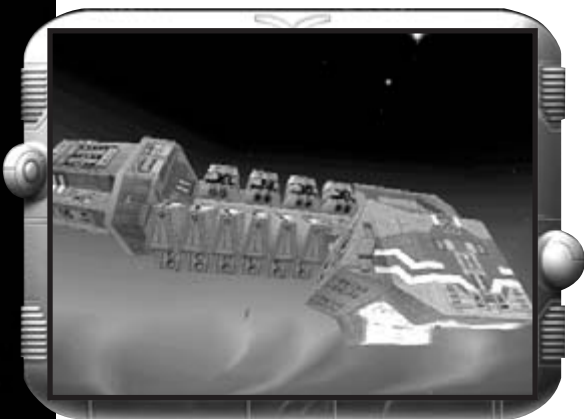
This ceiling can be raised only by the addition of Support Modules. Before you can build those, however, you must research Support Systems.

The support capacities for Command Ships are:

- ☉ Somtaaw: 90 SUs
- ☉ Beast: 65 SUs

SUPPORT MODULES—COMMAND SHIP

To expand your Command Ship, you must build Support Modules.



A COMMAND SHIP WITH A DOZEN
SUPPORT MODULES.

To add them to your Building Manager, you must research Support Systems in your Engineering Module (Somtaaw) or Genetics Module (Beast).

Once research is complete, you can begin to build Support Modules.

Each Command Ship can add 12 Support Modules. The number of SUs added by each module, however, depends on which race you're playing:

- ☉ Somtaaw: 10 SUs
- ☉ Beast: 15 SUs

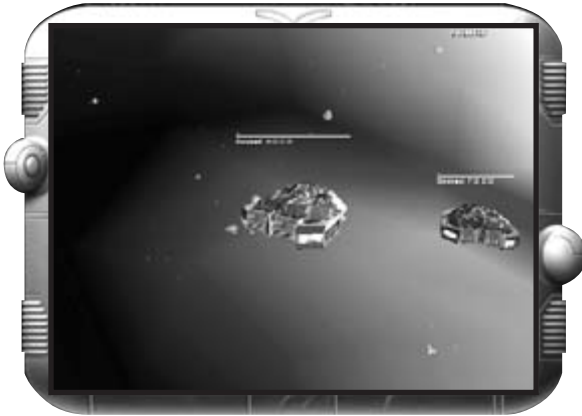
Support Modules can expand fleet-wide Support Unit capacity by a maximum of 120 for Somtaaw fleets and 180 for the Beast.

A maxed out Command Ship with all Support Modules has capacity for:

- ☉ Somtaaw: 210 SUs
- ☉ Beast: 245 SUs

CARRIERS

Just because your Command Ship is packed to the gills doesn't mean that you can't accommodate any more ships. The next pressure valve for support capacity is the Carrier.



CARRIERS CAN EXPAND YOUR SUPPORT CAPACITY BEYOND THE CONFINES OF THE COMMAND SHIP.

Each fleet may have up to two Carriers. Carriers are unique among ships built by the Command Ship because they don't themselves consume any of your fleet's Support Units.

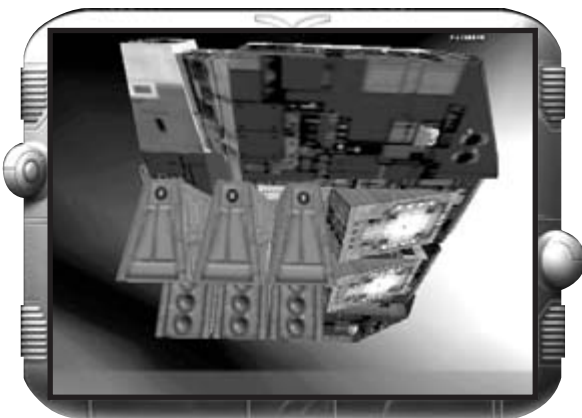
They do, however, expand fleet-wide support capacity substantially. This feature makes these ships essential to any large fleet, even if you never move the Carriers from the Command Ship's side.

Each Carrier adds a fixed amount to your fleet's support capacity:

- ☉ Somtaaw: 40 SUs
- ☉ Beast: 96 SUs

SUPPORT MODULES—CARRIERS

In addition, Somtaaw Carriers can expand their support capacity by building Support Modules.



SIX SUPPORT MODULES FIT ON THE UNDERSIDE OF A SOMTAAW CARRIER.

Each Carrier can accommodate 6 Support Modules, adding 60 SUs to your fleet's total capacity.

Beast Carriers can't be expanded by Support Modules. But, the support capacity of the Beast Carrier is dramatically higher than its Somtaaw counterpart.

SUPPORT UNIT TOTALS

A fully expanded fleet with all available Support Modules and Carriers in service will yield your *absolute* capacity maximum.

For each fleet this maximum is:

- ☉ Somtaaw: 434 SUs
- ☉ Beast: 437 SUs

SALVAGING AND INFECTION

Your available support capacity or “support headroom” is a very important consideration when salvaging or infecting enemy ships. If the captured ship doesn't fit under your current support capacity cap, you won't be able to execute the command.



IF YOU DON'T HAVE ENOUGH SUPPORT UNIT HEADROOM, YOU WON'T BE ABLE TO SUCCESSFULLY SALVAGE ENEMY SHIPS.

In the case of salvaging, you'll be told there isn't enough room for the ship. You may then either retire or scuttle ships to make room. While scuttling is an extreme option, often

it's the only way when you need to get a particular enemy ship fast; what's a couple ACVs when you can net a Heavy Cruiser?

When infecting ships, the reaction is a bit different. If there's no room for the targeted ship, it will explode rather than become infected. If you're playing as the Beast, always make sure you have enough free Support Units to continue to infect enemy ships.

SUPPORT UNITS OVER CAPACITY

Though it's normally a rock-solid ceiling, one situation can put a fleet over its maximum support capacity. If you're given ships through no action by you (as in Mission 13), you'll be allowed to keep those ships and all those you have of your own construction.

PART I: SHIPS & TECHNOLOGY



SHIPS BESTOWED BY YOUR FELLOW SOMTAAW SHIP, THE *FAAL-CORUM*, IN MISSION 13 CAN EXCEED YOUR SUPPORT CAPACITY.

You won't, however, be able to build any new ships until the fleet drops back under maximum capacity.

SYSTEMS MANAGEMENT

The Systems Manager can be very important in times of crisis. It, however, works very differently depending on which race you're playing.

MANAGING DOCKED SHIPS

The Systems Manager takes over the functions of the Launch Manager in the original *Homeworld*. Both races can still selectively dock and launch ships from both Command Ships and Carriers. This interface hasn't changed.

REPAIR PRIORITIES AND EMERGENCY POWER ALLOCATION

It's on the other side of the Systems Manager that things get more powerful and more complicated.

This panel determines how you micromanage the systems and modules within your Command Ship or Carrier. How this is done differs dramatically between Somaaw and Beast ships.

SUPPORT, BUILDING, AND SYSTEMS



SOMTAAW



SYSTEMS MANAGER IN A SOMTAAW COMMAND SHIP ALLOW YOU TO ALLOCATE AUTO-REPAIR ACTIVITY.

In the Sombaaw ships, this panel is captioned “Module Status/Repair Priority.” Since your ship is modular, the individual system modules can be independently damaged—independent of each other and the ship on which they’re operating.

This Module Status bars tell you the damage status of each of the five research modules, the collective health of your Support Modules, and the condition of a Siege Cannon (if you have one).

The Repair Priority buttons kick in once you’ve researched Repair Bots.

These automated drones default to fix any problem in any part of the ship with equal priority unless instructed otherwise.

You can instruct them otherwise by designating a badly damaged module as a Priority 1 repair and knock others down to lower repair priorities. Such fiddling allows you to focus a finite amount of repair ability where it’s most needed.

These adjustments also can be made preemptively. Support Modules, for instance, are a bit fragile and tend to be destroyed first in attacks on Command Ships and Carriers. You can set them to Priority 1 in advance to prevent their quick destruction.

BEAST

The controls in the Beast ships are very different.

All Beast ships come with an organic self-repairing capability. As with the Sombaaw Repair Bots, the energy put into this repair work is finite and can be focused to where it’s most needed.

THE BEAST EMERGENCY POWER ALLOCATION EFFECTIVELY CONVERTS SHIP HEALTH INTO INCREASED PERFORMANCE IN OTHER AREAS.

With the Beast, however, it's more than simply emphasizing one area over another. With the Emergency Power Allocation, you can actually shift power away from your ship's life systems and put the energy into one of five areas:

- ⑥ Thrust
- ⑥ Infection
- ⑥ Defensive Weapons
- ⑥ Research
- ⑥ Build

The area you check operates at dramatically increased speed. If, for example, you wish to recharge your infection beam quickly for another quick shot, you can switch the power allocation to infection. You also can speed up building and research, make the ship move faster, or beef up its defensive weaponry.

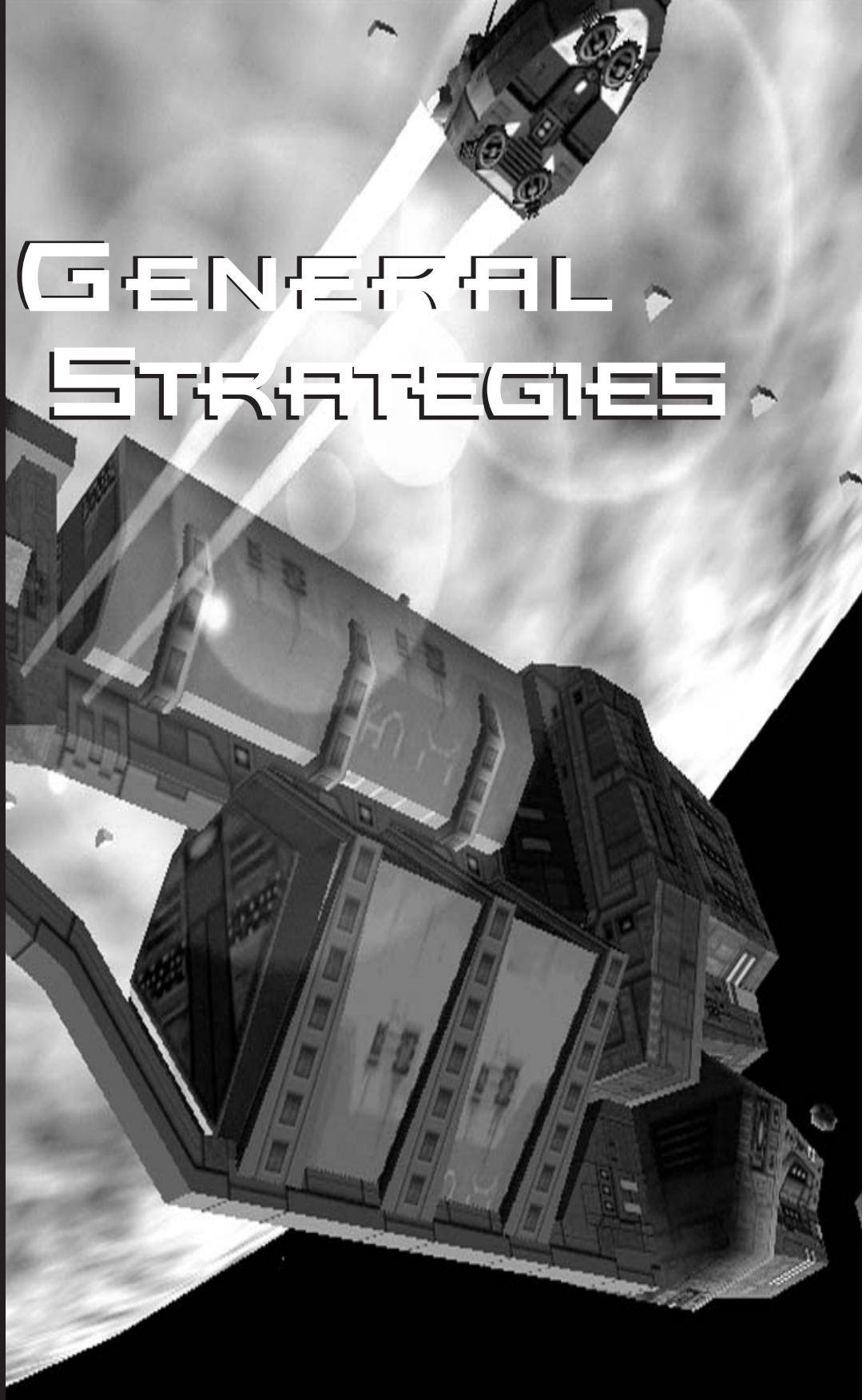
There's a cost for such versatility. The power you're redistributing is from the ship's life force. Thus, while you've refocused power, the ship's Health slowly begins to drop. It continues to decline until you set the allocation back to System Default.

Judicious and well-timed use of reallocation can be an awesome behind-the-scenes tactical advantage. Picture a Somtaaw opponent rushing in after an infection beam attack, thinking that you have a while to recharge. Imagine the captain's surprise when you fire again in half the normal interval. Sweet!



PART II

GENERAL STRATEGIES



NAVIGATION

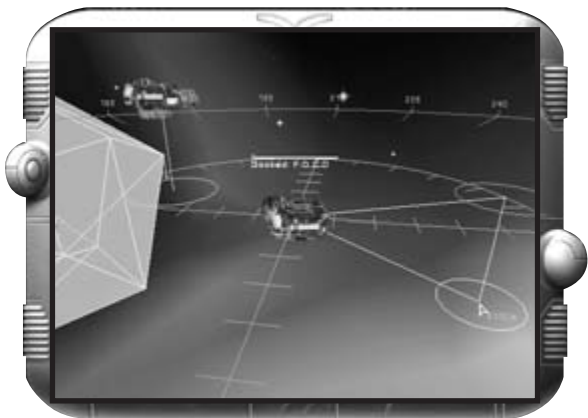
IF YOUR SHIPS CAN'T GET TO WHERE THEY'RE MOST EFFECTIVE, YOU MIGHT AS WELL JUST PACK IT IN. SHIPS NEED TO MOVE AND BE POSITIONED TO FIGHT WHEN THE MOMENT ARRIVES. THIS CAN BE TRICKY.

LEARNING TO NAVIGATE IN THE TRUE THREE-DIMENSIONAL SPACE IS ONE OF THE MOST CHALLENGING PARTS OF THE GAME BUT ISN'T NEARLY AS DIFFICULT AS IT APPEARS.

ONCE YOU'VE MASTERED THIS SKILL, THE REST IS EASY.

THREE-DIMENSIONAL SPACE

One of the coolest things about the *Homeworld* games is their use of space. Unlike so many other games, *Homeworld Cataclysm* actually takes place in three dimensions.



MOVE ORDERS ARE GIVEN ALONG TWO AXES, VERTICAL AND HORIZONTAL.

The consequences of this concept and the unfamiliarity of many players with actually playing in a 3-D world on a two-dimensional monitor can make getting started in the game a bit daunting.

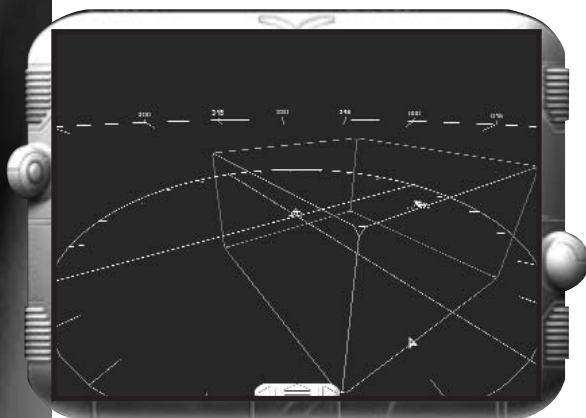
Fortunately, it really is easier than it looks.

Navigating in three dimensions means taking into account not only horizontal movement (forward, back, left, right, etc.) but vertical movement as well. Since space is infinite and lacks any genuine concept of “up” and “down,” conventional thinking about how to move goes out the window.

At least it would seem to. The easy way to get your head around this fundamental technique is to realize that there are two “cheats” in the *Homeworld* view of traveling in 3-D space.

SPACE ISN'T INFINITE

In case you hadn't noticed, the game areas in *Homeworld Cataclysm* don't go on forever. They're bound by confines, outside of which you cannot travel.



GAMES ARE PLAYED IN LARGE BOXES,
NOT INFINITE SPACE.

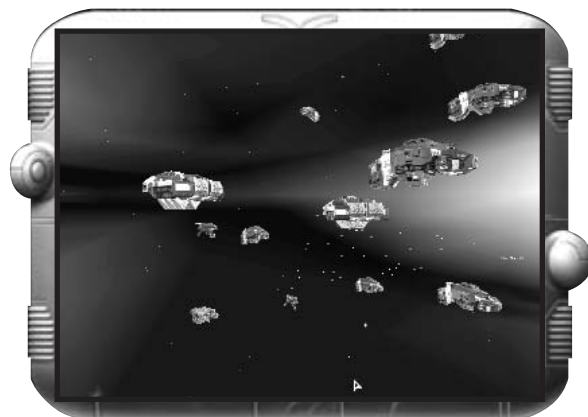
Moving in a defined space, or at least knowing that you're moving in a defined space, mutes the feeling of disorientation that comes from thinking of the game space as infinite.

UP IS ALWAYS UP AND DOWN IS ALWAYS DOWN

Ships in *Homeworld Cataclysm* never get turned over. Have you noticed that? All your ships, when at rest, are always oriented in the same way.

SHIPS ALWAYS LINE UP “RIGHT SIDE UP.”

In practical terms, this means that you can think of traveling “up” and “down.” You can say things like “near the top.” This wouldn't be so in real 3-D space.



Most importantly, you can think in terms of altitude. Purists will say that altitude requires elevation above something. Well, in this case, that something is the floor of the game area—it's an imaginary limitation but one with a real effect on gameplay.

USING 3-D SPACE TO YOUR ADVANTAGE

Strategically, 3-D space permits you to situate your ships and make attack approaches from, for example, below your enemy's position.

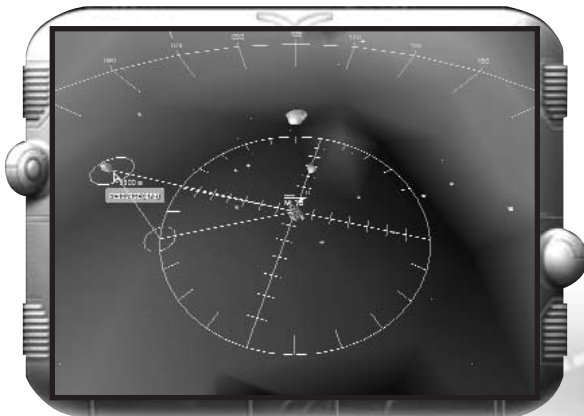
Often, attacking effectively is a matter of which direction you come from. Forcing a ship (especially a slow-turning Capital-class ship) to turn to face an attack from behind gets you a fantastic advantage.

Approaching from behind is a two-dimensional concept. Which direction would force a ship to take the longest to turn? From behind *and* from above or below. The extra seconds required to make this alignment would be quite valuable indeed.

SELECTING LOCATIONS IN 3-D SPACE

Moving along the same plane your ship is on now is easy: point and click. This is simple horizontal movement.

Moving to a different altitude, especially when trying to move alongside a fixed object, is a bit harder.



It's a two-step process: Select your position horizontally (in the current plane) and then raise or lower the altitude to pick the precise point in space you wish to travel.

MOVING TO THIS ASTEROID REQUIRES MATCHING ITS LOCATION FROM ONE ANGLE, SHIFTING THE CAMERA TO ANOTHER ANGLE, MAKING ADJUSTMENTS, AND MARKING THE CORRECT LOCATION.

The best way to ensure that a ship gets where you want it to go is to rotate the camera to verify that you've chosen the correct point in all three dimensions. The more angles from which you view the situation, the more precise the movements will be.

This process takes time. In single-player games, you're free to pause the action and set up your moves with time stopped. This isn't the case in multiplayer games.

We can't emphasize enough the value of playing the solo missions as a preparation for multiplayer. Work on never hitting the pause key when establishing vertical move orders.

Experienced warriors know how to use their vertical orientation in space to tactical advantage. They also know that most new players and even a large proportion of more seasoned commanders never intentionally change altitude—it really is the path of least resistance.

Being able to assume this tendency, or any tendency for that matter, about your opponent, can reap major strategic rewards. Anything that disorients an opponent or forces him to do something he's not comfortable with tips the scales in your direction.

The easiest way to exploit this advantage is to routinely move your Command Ship off the "default" plane on which it began. Because both players usually start on the same plane, games tend to be played only in that plane (like a board game).

By dropping down to the bottom of the game field, you can render yourself effectively invisible to Recons traveling at the default plane. Unless your opponent realizes why you can't be found, he'll go on searching, leaving you free to prepare an attack.

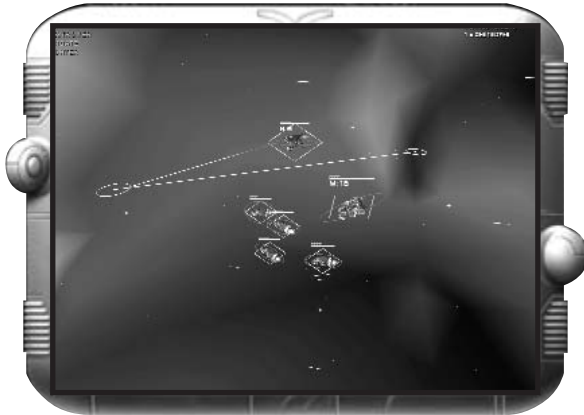
SHIP FACING

The larger and slower a vessel is, the more important the direction that it is facing.

PART II GENERAL STRATEGIES

For fighters, turning to a target is easy and takes just an instant. For frigates and Capital ships, however, orienting correctly can be a major operation and a strategic disadvantage.

This raises a real problem when you want ships to “back up.” Since there’s no “reverse” on the Destroyer control panel, you must take two steps to get the ships properly oriented.



THE DOUBLING BACK MANEUVER IS THE WAY TO GET SHIPS FACING THE CORRECT DIRECTION.

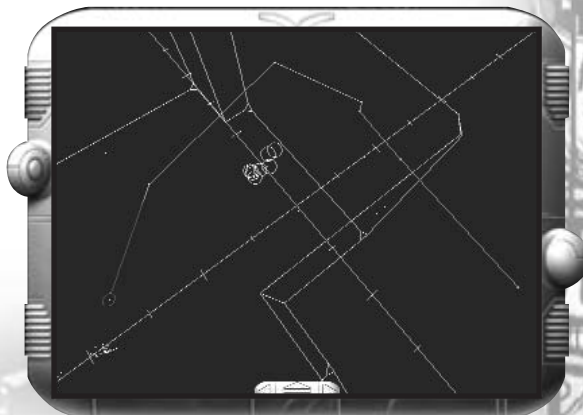
First, move the formation to a destination a bit beyond where you want them to go. They'll turn and travel to that location.

When they arrive, move them back a few kilometers the way they came. After turning and moving the token distance, they'll be facing in the desired direction.

WAYPOINTS

Waypoints are a new feature in *Homeworld Cataclysm* and let you plot a specific course for a ship. The other alternatives are to micromanage the ship's flight or let it get from point A to point B by its own judgment. Though you love your pilots dearly, they don't always make the best choices in these matters.

THIS WAYPOINT PATH STEERS THE SHIP AROUND A CLUSTER OF ENEMIES.



NAVIGATION

For example, to avoid a fleet of frigates between your Recon and the area you wish to scout, chart a course that gives the large ships wide berth. Don't be afraid to be a control freak—waypoints are very easy to set up.



SET UP AUTOMATED PATROLS WITH WAYPOINTS.

Another use of waypoints is to establish patrol patterns. Pick two points and set the waypoint mode to "End to End," and the ship will pace back and forth between the two points, illuminating space with its sensors and attacking any ships that violate its patrol area.

Finally, you can set up an elaborate pattern of waypoints as an automated way to check out wide areas of unexplored space. Tell your Recon to zigzag through the cosmos to see what she can see. When she's done, you'll have a better idea of where the resources are and how much space you have to work with.

HYPERSPACING

One way to cover long distances in multiplayer games is by hyperspacing. When you select the command, choose a location (on both axes) and click to establish.



It takes a while for your ships to auto-dock and prepare for the jump, so don't expect it happen all at once or lend itself to quick escapes.

HYPERSPACE JUMPS LET YOU MOVE QUICKLY
ACROSS THE GAME AREA.

Perhaps the most aggressive use of hyperspace is jumping directly behind to your opponent's Command Ship to begin your final assault.

MOVING IN THE SENSORS MANAGER

Making long distance moves is only possible in the Sensors Manager. One of the enhancements to *Homeworld Cataclysm* is the ability to do anything in the Sensors Manager that you do in the normal view—attacking, waypoints, hyperspace, and special actions.

There are many situations in which commanding your fleet from this lofty vantage point is most effective. It's empowering to know that you now have full control from this view.

NAVIGATION

COMBAT

GLORIOUS SHIP-TO-SHIP COMBAT IS WHAT THIS IS REALLY ALL ABOUT. MASSIVE FLEETS, SWOOPING AND TRUDGING AT ONE ANOTHER IN THE COLD VACUUM OF SPACE. GUNS BLAZING, ION BEAMS ILLUMINATING THE DARK VOID. YOU SEE MY POINT.

LEARNING THE BASICS AND MORE ADVANCED TRICKS OF COMBAT IN HOMEWORLD CATAclysm REQUIRES PRACTICE, DEVIOUSNESS, DETERMINATION, AND JUST A BIT OF STUDY. SINCE WE CAN'T PROVIDE THE FIRST THREE, HERE'S WHAT YOU NEED TO KNOW.

COMBAT MODELS

Though every ship has its own approach to battle, there are really three distinct combat models in *Homeworld Cataclysm*:

- ☉ Strike Craft Combat
- ☉ Frigate Combat
- ☉ Capital Ship Combat

STRIKE CRAFT COMBAT

Strike craft combat involves, above all else, speed, maneuverability, light but potent firepower, and constant motion.

Strike craft, defined roughly as either Fighter- or Corvette-class ships, are built to annoy, peck, and swarm. Instead of armor or lots of Health, strike craft have speed, making them difficult, if not impossible, for frigates or Capital ships to target.

STRIKE CRAFT ATTACK MODES

Strike craft can be used in three ways, each with its own set of tactics:

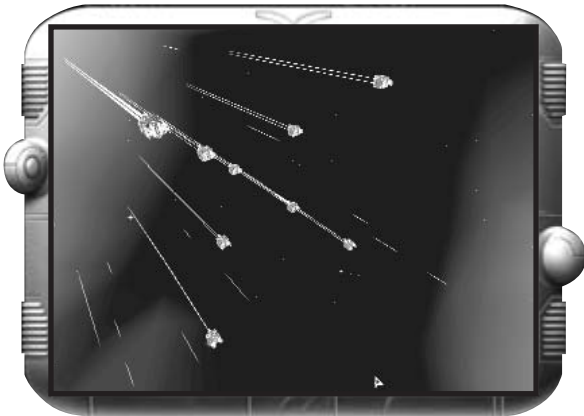
- ☉ Battling other strike craft
- ☉ Battling frigates, Capital ships, or slow, non-combat units
- ☉ Escorting

Battling Strike Craft

When battling other strike craft, fighters and corvettes are in their element.

Claw Formation

In these duels, your default formation should be the aptly named Claw formation. This concave “X” arrangement allows your strike craft to sweep back and forth past targets and change directions quickly while still in formation. The staggered distances of the ships in Claw formation make targeting quickly moving vessels more accurate.



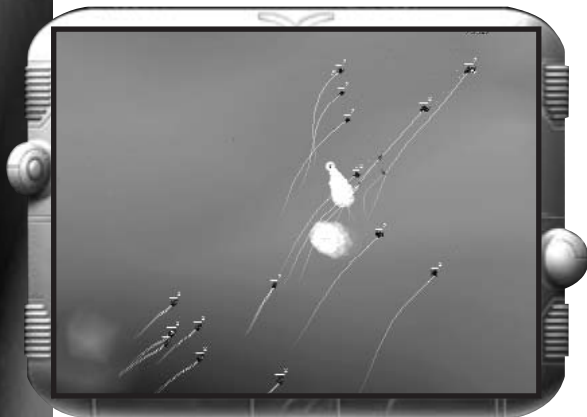
CLAW FORMATION JUST LOOKS FEARSOME. IT'S ALSO BLAZINGLY EFFECTIVE IN DOGFIGHTS AGAINST OTHER STRIKE CRAFT.

Strike craft should always be set to Aggressive Tactics unless you specifically don't want them running off after every enemy they see. This setting not only makes them more assertive in engaging approaching enemies, but also allows them to pick new targets when specifically assigned targets have been destroyed.

COMBAT

Outnumbering Strike Craft

Build your strike craft groups large enough to outnumber most opponents. In strike craft battles, it's often the number of guns involved, not the power of those guns that matters. A larger force of weaker fighters will usually defeat a stronger but smaller one.



WITH STRIKE CRAFT, LARGER FORCES USUALLY WIN.

Attack with Multiple Squads

Two squads of strike craft are better than one. Multiple squads targeted on the same ship can lay down a more constant stream of fire by alternating in their passing patterns.

Focus Fire

Even with strike craft, focusing your fire on one target gives you an advantage. Picking one target tells the entire group to fire exclusively at that target until it's destroyed. This is the most efficient way to quickly rub out large wings of strike craft.

FOCUS YOUR VIEW BEHIND YOUR STRIKE GROUP, AND TARGET ONE ENEMY AT A TIME FOR EFFICIENT CONCENTRATED ATTACKS.

Focused fire finishes enemies quickly so you don't have lots of enemies swarming around, barely alive but still firing.



For those really into micromanagement, choosing the target on which to focus makes a big difference. You want a ship to be fired on for as long as possible. So, when a squad of strike craft is headed directly at your squad,

target the ship farthest away in the formation. If, on the other hand, the squad is flying away from you, target the closest ship, it will be in range for all your guns.

Multigun Corvettes and Multibeam Frigates

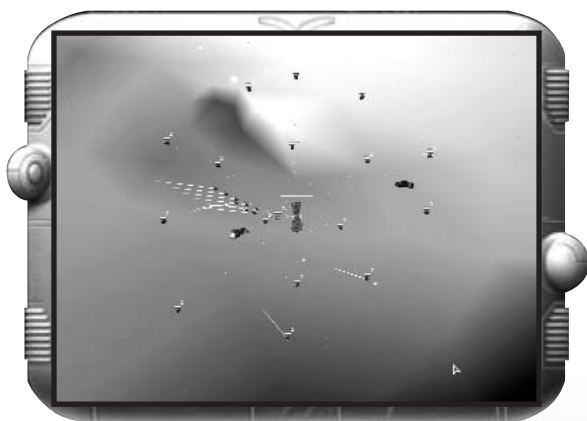
The Multigun Corvette and Multibeam Frigate change the dynamics of strike craft combat.

If you're playing as the Beast, use this ship as the primary counter to strike groups. You can band-select a group of targets at once and let the Multiguns do the work. Always include a few as strike craft escorts once they become available.

For Somaaw fleets, the Multibeam Frigate serves the same purpose. Unfortunately, it's larger and slower than the Multigun Corvette. The effect is the same or, if used with skill, even better.

Battling Frigates, Capital Ships, and Slow, Non-Combat Units

Strike craft have a distinct advantage over all larger and slower ships. Capital ships generally can't keep up with the constantly moving chaos of strike craft. They do, however, have the raw firepower to vaporize a strike team in seconds. How do you manage your strike craft to avoid this fate and fully exploit your advantage?



A MIGHTY CAPITAL SHIP IS DOOMED WHEN SURROUNDED BY A CLOUD OF FIGHTERS OR CORVETTES.

Formations

In some situations, you should continue to use Claw formation. With a heavily escorted ship or one with a wide array of tracking attacks (a Dreadnought, for example), the mobility of the Claw is essential to survival. No matter how powerful a ship is, there's nothing it can do if it can't pin down your strike craft.

COMBAT

NOTE

IF YOU HAVE ENOUGH SHIPS, YOU CAN EVEN USE SPHERE FORMATION ATTACKS ON THE MOST POWERFUL CAPITAL SHIPS OR EVEN MULTIBEAM FRIGATES.



WHEN A SHIP DARES TO TRAVEL WITHOUT ESCORT, A SPHERE FORMATION MAKES IT PAY QUICKLY.

Against slower frigates and Capital ships without escorts, the more effective formation is the stationary but staggeringly powerful Sphere formation.

The Sphere enhances the strike crafts' individually weak firepower by intensely focusing it on one surrounded target.

The drawback is that your strike craft must suspend themselves in space while attacking; this makes them easy targets. In the end, the minor losses are a small price to pay for the degree of success.

This strategy also applies to slow or stationary targets like resource collectors and Proximity Sensors. Encircle them with Sphere formation for the most efficient decimation.

Escorting

For escorting larger ships or resource vehicles, arrange strike craft in Sphere formation. This setup offers full coverage against enemy assaults though losses are more frequent than in Claw formation.

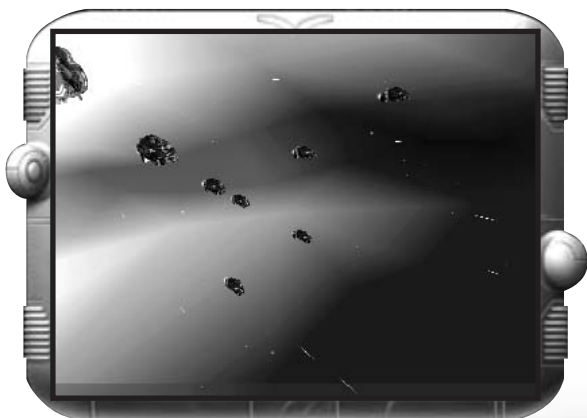
STRIKE CRAFT GUARDING THE COMMAND SHIP
IN SPHERE FORMATION.



FRIGATE COMBAT

Frigates fall between strike craft and Capital ships. They aren't as immobile as their larger brethren, but they can behave much more like strike craft (see the Hive and Multibeam Frigates).

If a certain frigate is more mobile and is armed with tracking weapons, place it in Claw formation—a strike craft-style attack can be very, very effective. Against slower targets, the Sphere formation works wonders.



THE MULTIBEAM FRIGATE IS PART STRIKE CRAFT
AND PART CAPITAL SHIP.

If the ship is of the more lumbering variety (such as the Ion Beam or Assault Frigate), a more conservative, Capital-ship-style Wall formation attack is the correct choice.

COMBAT

Use this guideline to determine which tactics, and whether strike craft or Capital ships, are more appropriate.

CAPITAL SHIP COMBAT

Fighting with Super Capital-class ships is very straightforward and applies against enemies of all types.

FORMATIONS

Capital ships should always be arranged in large groups in Wall formation.



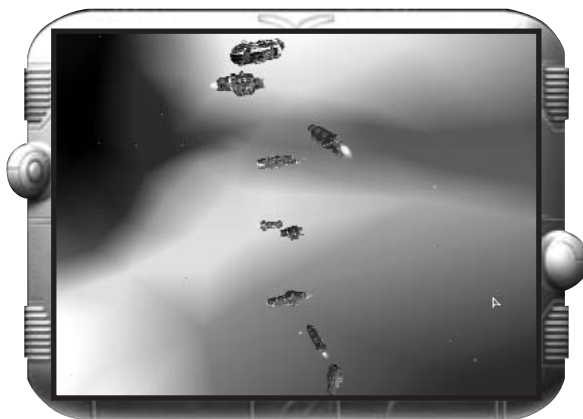
CAPITAL SHIPS SHOULD ALWAYS BE IN
WALL FORMATION.

To be effective, Capital ships must have equal access to a target to permit the maximum focus of firepower. Wall formation provides this.

The downside to Wall is, for the ships to move, the entire formation must pivot at its center. This can take a very long time.

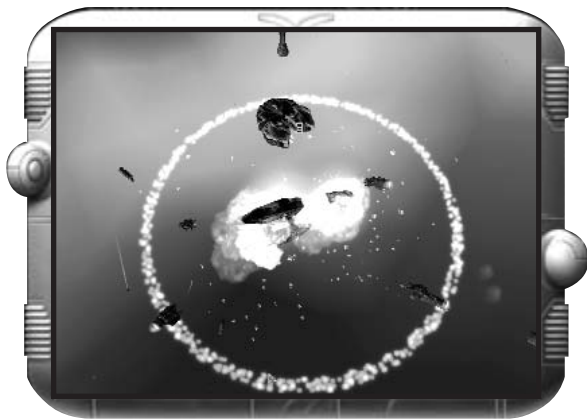
URNS IN WALL FORMATION CAN
BE AGONIZINGLY SLOW.

Capital ships usually should be set to Aggressive Tactics so they can use their superior range to preemptively fire on approaching strike craft.



FOCUS FIRE

With Capital ships, focusing fire is even more important than with strike craft. It's also even easier because your ships aren't constantly on the move.



TARGET ALL CAPITAL SHIPS ON ONE VICTIM FOR A VERITABLE ARMAGEDDON OF FIREPOWER.

Keep each formation of Capital ships bound to one hotkey. When you select the entire group, designate one target for all guns to attack. Each ship will focus all of its weaponry at that single target. That's a lot of firepower, even with a small group.

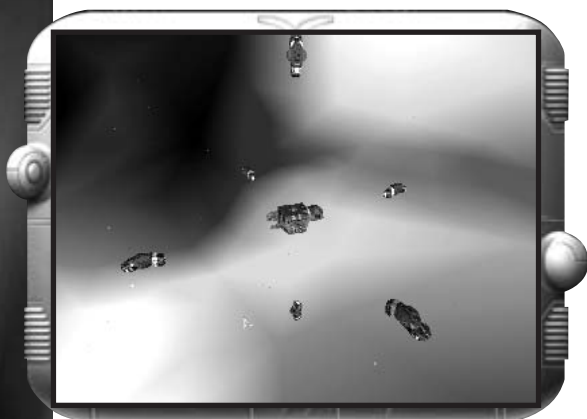
When the first target detonates, don't waste any time assigning your ships to the next unfortunate victim. Choose targets that the formation is already facing. Only turn the Wall formation when absolutely necessary.

ESCORTS ARE VITAL

While Capital ships are focusing on an enemy, they're probably being pecked to death by enemy strike craft. Counter these assaults by assigning large strike craft escorts to the Capital ships. In most circumstances, these escorts should be in Sphere formation.

COMBAT





A SPHERE OF MULTIBEAM FRIGATES IS AN UNMATCHABLE ESCORT FOR ANY LARGE SHIP.

The best escort choices for Capital ships are Multigun Corvettes or Multibeam Frigates.

TURN TO FACE TARGETS

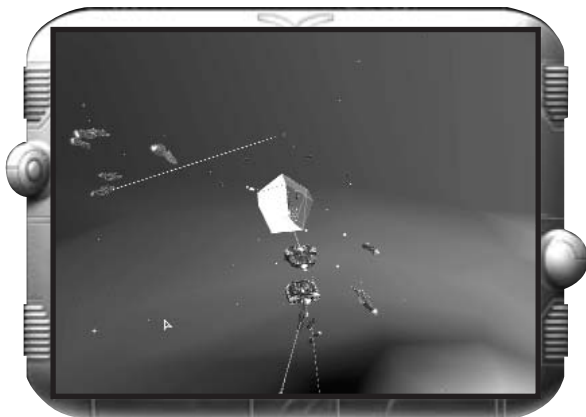
Learn to anticipate the direction an attack will come from and begin turning your Capital ships to face it as early as possible. The ships should be properly oriented before the attacker can fire on them.

CAPITAL SHIPS SHOULDN'T BE FORCED TO CHANGE DIRECTION ANY MORE THAN NECESSARY.



THE Pincer Move

If you can manage it, two evenly balanced Walls of Capital ships can create a deadly trap. Let one group engage the enemy from the front while the other comes around from the flanks, rear, above, or below.



THE WALLS ARE CLOSING IN! THE PINCHER MOVE IS A CAPITAL SHIP CLASSIC.

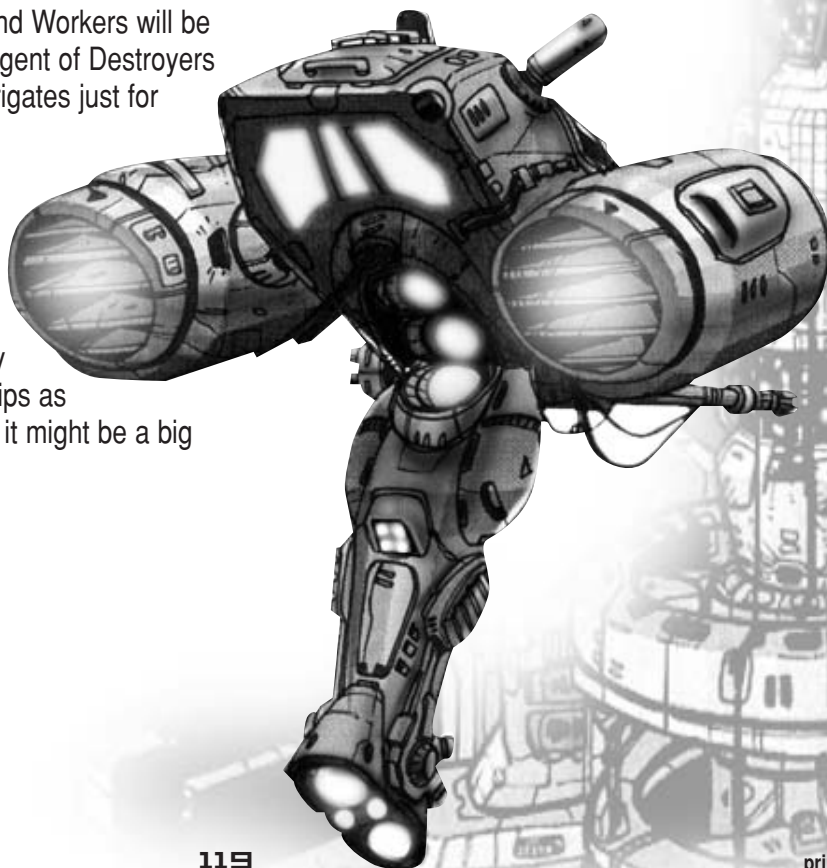
If the targets stand to fight, they'll be sandwiched between the two groups. If they try to flee, they'll run headlong into the other group.

USING CAPITAL SHIPS AS ESCORTS

Late in multiplayer games, battles that were initially fought by small teams of strike craft will gradually escalate to full-on Capital ship warfare.

Even Processors and Workers will be assigned a small contingent of Destroyers or, at least, Ion Array Frigates just for safe keeping.

If resource fields are important or you need to hotly defend your Command Ship, then it's a good strategy to use the whopping ships as escorts. If nothing else, it might be a big surprise to someone.



COMBAT

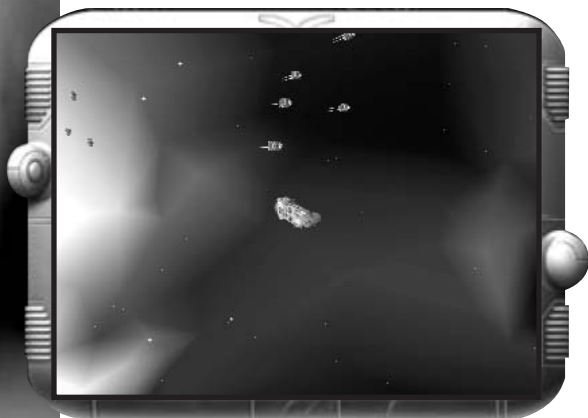
DEFENDING AND ESCORTING

DEFENSE WINS CHAMPIONSHIPS. HOW MANY TIMES HAVE YOU HEARD THIS CLICHE? WELL, GUESS WHAT? IT'S TRUE. IF TWO EVENLY MATCHED FLEETS MEET, THE ONE WITH A BETTER DEFENSIVE SETUP EMERGES VICTORIOUS MORE OFTEN THAN NOT. SOMETIMES, EVEN IN A MISMATCH, THE WEAK COMBATANT WINS THANKS TO BETTER DEFENSE.

ALSO, YOU OFTEN CAN USE THE TOOLS OF DEFENSE FOR OTHER PURPOSES.

ESCORTING IN GENERAL

The bedrock of good defense is setting up escorts. Escorts are ships that accompany another ship or ships. These ships don't need to be commanded independently once they're assigned to their charge. If the escorted ship is ordered to move, the escorts move with her. If she's ordered to attack, the escorts attack to support her. It's a lovely relationship.



WELL-CHOSEN ESCORTS COMPLEMENT THE SHIP THEY'RE COVERING BY PROVIDING WHAT IT CAN'T.

Remember that specifically ordering escorts to do anything (such as attack or move) overrides their guard order and they'll cease acting as escorts.

TIP

SOMETIMES, YOU DON'T WANT ESCORTS DOING WHAT COMES AUTOMATICALLY, OFTEN, YOU'LL WANT TO ORDER THEM TO FOCUS FIRE ON ONE PARTICULAR ENEMY RATHER THAN A WHOLE ATTACK GROUP. IT'S OKAY TO DO THIS, BUT REMEMBER TO REESTABLISH THE GUARD ORDER WHEN YOU'RE READY TO MOVE OUT AGAIN.

CHOOSING ESCORTS

The purpose of escorts is to “complete” the ship they’re guarding. If the ship is a slow frigate that’s vulnerable to strike craft attacks, a wing of Multibeam Frigates would be the perfect choice; together, they make the perfect ship.

It doesn’t matter how large a ship is, it can always use an escort. An Attack Bomber, for instance, is itself a fighter but has trouble attacking other fighters. A small escort of Acolytes or Interceptors shores up this weakness and frees the bomber to do what it does best: attack frigates.

The problem is a matter of distributing your fleet. You can’t have escorts on every ship. You have to decide what is important and what isn’t.

To aid your decisions, remember these general concepts.

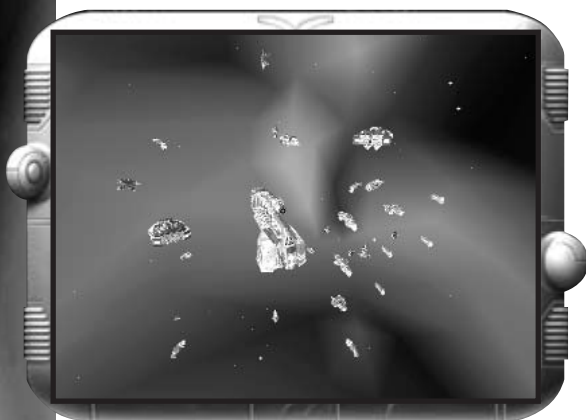
1. Fighters and corvettes are vulnerable to frigates.
2. Corvettes can cause trouble for fighters.
3. Capital ships can be decimated by fighters and corvettes.
4. Frigates are at the mercy of Capital ships.

With these general principles, it’s easy to get started in effective escorting.

ESCORTING THE COMMAND SHIP

One escort priority is simple: Your Command Ship must have an escort at all times.

What this escort *is* depends on what you expect to attack. If it's early in a game, a school of fighters will be quite adequate. If Capital ships have entered the fray, some heavier guns mixed in with these fighters should keep the home base safe.



THE COMMAND SHIP MUST BE GUARDED AT ALL TIMES BY AN EVER-GROWING FORCE.

Above all, keep the Command Ship escort balanced and appropriate to probable threats. Work toward having a ship type in the gang for every occasion. Good balance makes for near-perfect defense.

Fortunately, the Command Ship is mobile (unlike the Mothership in *Homeworld*). Therefore, it needn't be a remote and vulnerable target on the other side of space. You can bring it with you on big strikes or keep it behind far enough to be safe but close enough that its escorts can be brought forward to join the battle if needed.

ESCORTS AND HARVESTING

The second priority is protecting your resource operation. Your Workers and Processors are the most vulnerable link in the operational chain thanks to their minimal or non-existent weaponry and constant operation far from the Command Ship.



ADEQUATE ESCORTS ARE NECESSARY TO KEEP
THE RUS FLOWING IN.

be as elaborate as a small wall of Destroyers. In the later stages of the game—when resources are at a premium and aggressive players make a play to shut down enemy resource operations—it's important to defend with all your might.

Work toward having escorts for each individual Worker and each Processor. This may sound impossible given the demands of combat; you can't commit so many ships to resource operations. That's true, actually, but the escorts don't need to be large; they can be a single ship.

As long as the Workers are toiling near each other, the escorts from all in the group can converge if trouble does arrive. This way, each ship has at least one friend to take the pressure off until help can arrive.

If your resource teams get into dire trouble in a multiplayer game, hyperspace them quickly to another location on the map.

DEFENDING AND ESCORTING

ESCORTING ATTACK SHIPS

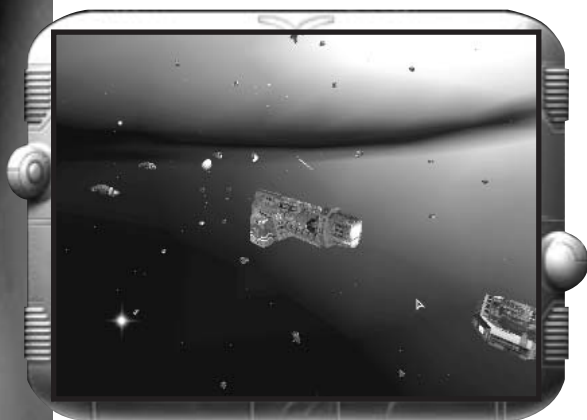
Escorts aren't only for helpless ships waiting on the home front, they're for heat-of-battle attack ships, too. When you send a Destroyer, for example, into the maelstrom, it should always enter with a large contingent of Multibeam Frigates or Multigun Corvettes arrayed around it in Sphere formation.

STRIKE CRAFT ESCORTS

Strike craft (fighters and corvettes) generally make the best combat escorts for Capital ships because they're fast enough to pursue an attack and get back to their charge quickly. Plus, they can be built simultaneously with the larger ship they'll be expected to guard. Strike craft also can sacrifice themselves in kamikaze attacks if absolutely necessary.

SPHERE FORMATION

Sphere formation is the best choice for escorting large attack ships. In this alignment, the escorts array themselves around the lead ship on all sides.



SPHERE FORMATION SURROUNDS YOUR VULNERABLE SHIPS IN AN ARRAY OF ROTATING GUNSHIPS.

When attacks arrive, the ships remain in their formation and fire from their positions. This isn't the best formation to preserve the escort ships—they'll take way more damage than they would in Claw formation—but it's the strongest for keeping fire off the ship being escorted.

Why is it the strongest? In Sphere, the escorts arrange themselves on all sides of the lead ship, not on one side as with the X, Claw, and Wall formations. Also, the escorts won't leave the formation to pursue but, instead, act like a globe of rotating turrets, focusing fire as enemies appear.

COMBAT ESCORTING: SUMMARY

Beyond these fundamental issues, all else is judgment and situation-specific strategy. Remember to allocate your available ships where they're needed most but don't be afraid to commit large groups of ships to vitally important escort duty.

NON-COMBAT ESCORTS

There are some escort situations that have little or nothing to do with combat.

ORDER PROCESSORS TO ESCORT WORKERS

Processors exist to provide a remote drop-off point for harvesting Workers and offer a small amount of firepower to an otherwise helpless mining operation.

PROCESSORS PROVIDE EASY SERVICE TO WORKERS
BY ESCORTING THEM.



The most efficient way to get Workers and Processors cooperating is to order a Processor to guard Workers. Once set to its task, the Processor will follow the Workers wherever they go and be in position to receive whatever goodies the Workers bring back from the harvest.

The proper ratio of Workers to Processors is important to a smoothly running resource operation. A single Processor can support up to four Workers on its receiving pads.

As such, try to keep the ratio capped at *four Workers to one Processor*. This won't always be possible; Processors are expensive in terms of both cost and Support Unit consumption.

Exceeding this ratio will reduce the efficient transfer of resources to the Processor, but this kind of overwork won't put too serious a dent in your income flow.

HEALTH ESCORTS

Escorts can be used to keep ships healthy and ready for battle.

PROCESSORS

The best Health escort is a Processor. Its automated repair beam targets any damaged friendly vessel nearby. Set it to guard your important ships or ones you expect to take extensive damage, and the ship will keep repairs going even in the heat of battle.



PROCESSOR ESCORTS ARE SLOW, BUT THEY PROVIDE TIMELY AND AUTOMATIC HEALING IN THE MIDST OF BATTLE.

If possible, bring along two Processors so they can heal each other.

PART II GENERAL STRATEGIES

Processors do have drawbacks. First, they're unpredictable; you can't order them to heal a specific ship and there's no accounting for the automated choices. Second, because they're armed, they have a tendency to break off and engage enemies. Discourage this by setting them to Neutral Tactics. Third, Processors slow any fleet they're a part of. Finally, Processors are favorite targets of salvage teams and Beast infection attacks. For your enemies, stealing Processors is much easier and more profitable than destroying them. Try to know where your Processors are at all times and keep them out of danger whenever possible.

WORKERS

Workers can be used as medical escorts. Assign a group of Workers to tag along with one of your Capital ships. When a ship needs repair, manually order the Workers to take care of their comrade. Don't forget, however, that you'll have to reestablish the escort after the repairs are complete.



WORKERS CAN PROVIDE SPOT REPAIR SERVICE IF BROUGHT ALONG AS ESCORTS.

Once you have Carriers, you can dock Workers and bring them out when they're needed.

HARVESTING RESOURCES

RESOURCES ARE THE LIFEBLOOD OF ANY FLEET. WITHOUT A CONSTANT INFLUX OF RESOURCES, YOU CAN'T BUILD NEW SHIPS. WITHOUT NEW SHIPS, YOU CAN'T DEFEND YOUR COMMAND SHIP, LET ALONE MOUNT AN ATTACK OF ANY KIND. WITHOUT A COMMAND SHIP, YOU'VE LOST.

THE ECONOMICS ARE THAT SIMPLE.

THIS CHAPTER OFFERS SOME ADVICE FOR EFFECTIVE SPACE MINING. PLUS, WE'LL GET INTO THE STRATEGIES BEHIND CUTTING OFF YOUR OPPONENT'S ACCESS TO RESOURCES. IF YOU CAN MANAGE IT, YOUR FOE WILL BE DEAD IN THE WATER.

RESOURCE SOURCES

The traditional asteroids, dust clouds, and nebulae aren't the only places to get your fix of valuable resources. Now available for the first time, there's a newly discovered source of crystal resources. All you need to do is figure out how to use it.

ASTEROIDS AND DUST CLOUDS

ASTEROIDS ARE YOUR BREAD-AND-BUTTER
HARVESTING TARGETS.



A black and white photograph of a space shuttle launch, showing the shuttle ascending with a large plume of smoke and fire, framed by a metallic border.

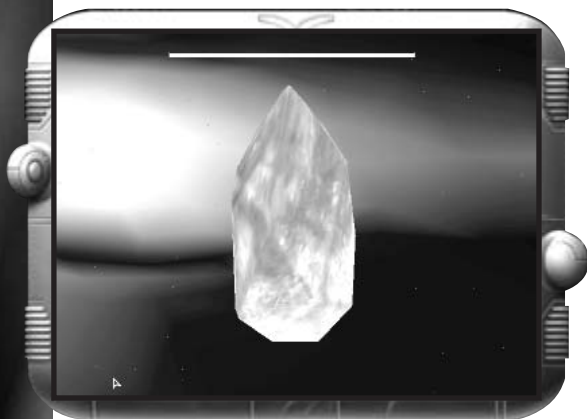
Workers are well trained to find these deposits on their own as long as they're within areas of explored space.

**SOMETIMES, WORKERS MAY NEED A LITTLE HELP
SEEING A DEPOSIT RIGHT UNDER THEIR NOSES. HELP
THEM BY MOVING THEM TO IT AND ORDERING THEM TO
HARVEST AGAIN.**

These rare but rich resource veins wind through nebula clouds. A Worker who locates one will follow the ribbon until it ends, stopping only to dump its load of resources.

Supervise Workers closely when they're following these clouds. You never know where they'll end up.

CRYSTALS



CRYSTALS ARE IMPOSSIBLY RICH SOURCES OF RESOURCE UNITS.

These new resources can't be harvested conventionally. First, your Processors, Carriers, and Command Ship must be set up to handle these new materials. Then, your Workers must be equipped to grapple with the crystal and drag it back for processing.

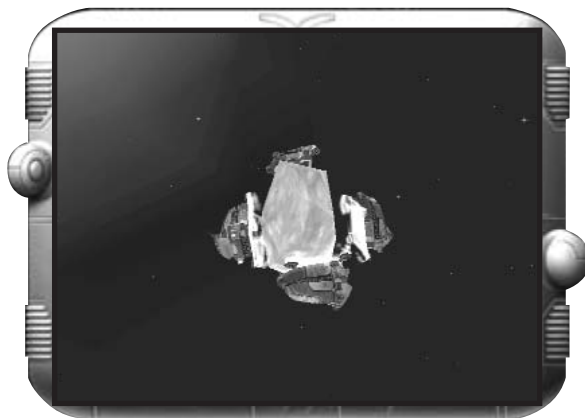
Collecting and Processing Crystals

The first step in exploiting crystals is to research Crystal Processing in the Research Manager. Next, upgrade your Command Ship, Processors, and Carriers. Finally (if you haven't done it already), research Salvage Ability and upgrade your Workers.

Now you're ready to bring home some crystal.

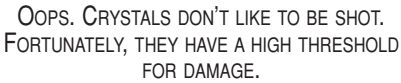
CRYSTALS AREN'T HARVESTED, BUT SALVAGED
LIKE DAMAGED ENEMY SHIPS.

It takes two Workers to drag a small crystal and four to bring back a large one. The Workers take the crystal to the nearest processing pads, where the crystal is converted into RUs. It takes some time, but the payoff is astronomical.

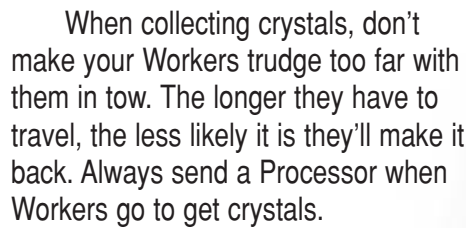


Warning: They Blow Up!

A word of caution about crystals: They're very unstable. They tend to explode violently if damaged—so violently that the shock wave emitted by the blast can instantly vaporize fighters.

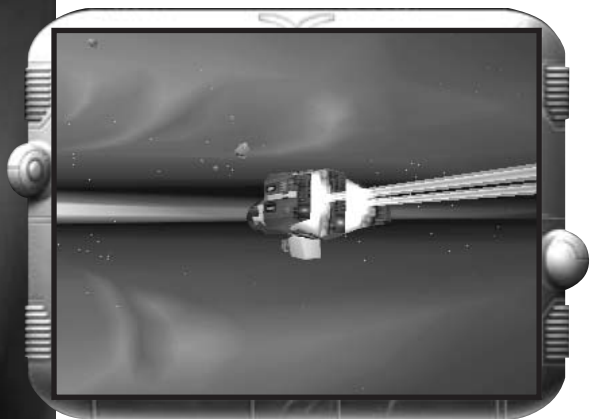


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Finally, if you notice your opponent's Command Ship (or any valuable vessel) parked near a crystal

Resources within space you've explored are shown in the Sensors Manager. When told to harvest, Workers will strip every rock in explored space before declaring the supply exhausted.



RESOURCES CAN HIDE OUT IN UNEXPLORED SPACE BUT YOUR WORKERS WON'T FIND THEM UNTIL THEY'RE UNCOVERED. RECONS ARE HAPPY TO GO SHOPPING FOR MORE RUS.

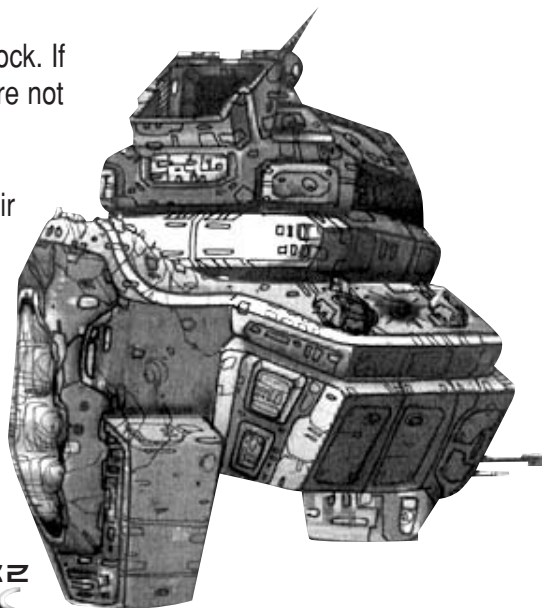
Workers won't seek resources outside explored space. Use your Recons to search far and wide to find new fields for the Workers to devour. Once a field has been scanned by one of your ships, the Workers can see it and will move to it if ordered again to harvest.

Crystals have such a strong energy signature that they appear in the Sensors Manager even if they're outside explored space.

BASIC HARVESTING STRATEGY

Keep your Workers constantly busy collecting rock. If they're not harvesting available resources they're not earning their keep.

Because Worker pilots focus intently on their jobs, it's quite common for one to blunder right into an enemy fleet that's sitting on a distant resource field. It's up to you to keep this from happening by checking in with your Workers frequently.



ESCORTING RESOURCE SHIPS

Your Workers and Processors should never be without at least a minimal strike craft escort. These units often operate too far from the rest of your fleet for distant ships to provide salvation from surprise attacks.



RESOURCE SHIPS SHOULD NEVER BE CAUGHT UNPROTECTED. KEEP AN ESCORT FLEET WITH THEM AT ALL TIMES.

It may feel like a waste of fire-power, but you'll be glad you did when the Raiders arrive. It only takes a couple of fighters per Worker to form an adequate resource escort.

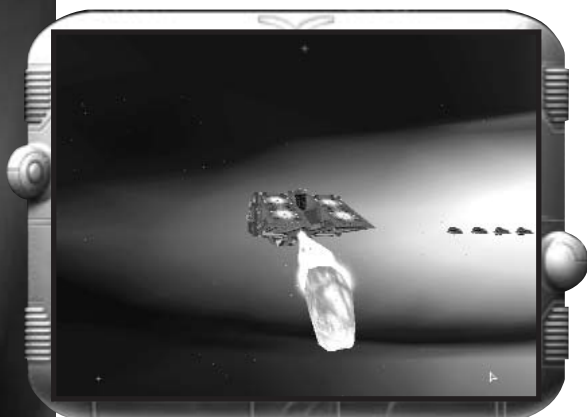
Escorts can clear out resource fields in advance of the Workers' arrival to flush out mines and Raider Standard Corvettes disguised as asteroids.

As games progress, it becomes increasingly important to guard your resource operation with larger, more potent ships. Do it even if it means diverting a Destroyer or two. No matter what else, keep the rock flowing!

USING PROCESSORS

Harvesting can be made more efficient if you escort your Workers with Processors or even Carriers.

Workers automatically dump their payload at the nearest collection pad. Normally, the ships have to trek all the way back to the Command Ship. This is critically wasted time.



NO RESOURCE FLEET IS COMPLETE WITHOUT
A PROCESSOR.

With a Processor as an escort, your Workers can shuttle between the resources and the nearby Processor, stripping a field in a fraction of the normal time.

Plus, Processors provide modest protective firepower and automated repair services for any friendly ship that approaches them.

Try to assign the Processor to guard no more than four Workers. This prevents bottlenecks on the Processor's four collection bays.

HARVESTING IN THE SINGLE-PLAYER GAME

It's always in your interest to harvest as many resources as possible. If you haven't picked an area clean at some point during a mission, there had better be a good reason.

Often, you'll have time to harvest either before an event occurs or after a battle is over. It's always preferable to do it *before* so you can use the resources and so you can deny them to your enemies. Throughout the walkthroughs in Part III, we'll tell you the best time to harvest and whether you can gain a strategic advantage by doing so.

In one mission, for example, you can strip an entire game field clean by delaying work on a mission Objective. So long as you don't complete the objective (repairing a ship), the Beast won't arrive.

When you do trigger the Beast's arrival by completing the repairs, there's nothing left for it to harvest. The Beast is denied the resources it needs to mount a full attack, and the mission is yours for the taking.

HARVESTING IN MULTIPLAYER GAMES

Harvesting in multiplayer games is a cutthroat game of king of the hill. Whoever controls the resources controls the net game! If you can constantly disrupt your opponent's resource collecting, or even better, cut your foe off entirely, you'll be assured a victory in short order. Broke players are doomed.



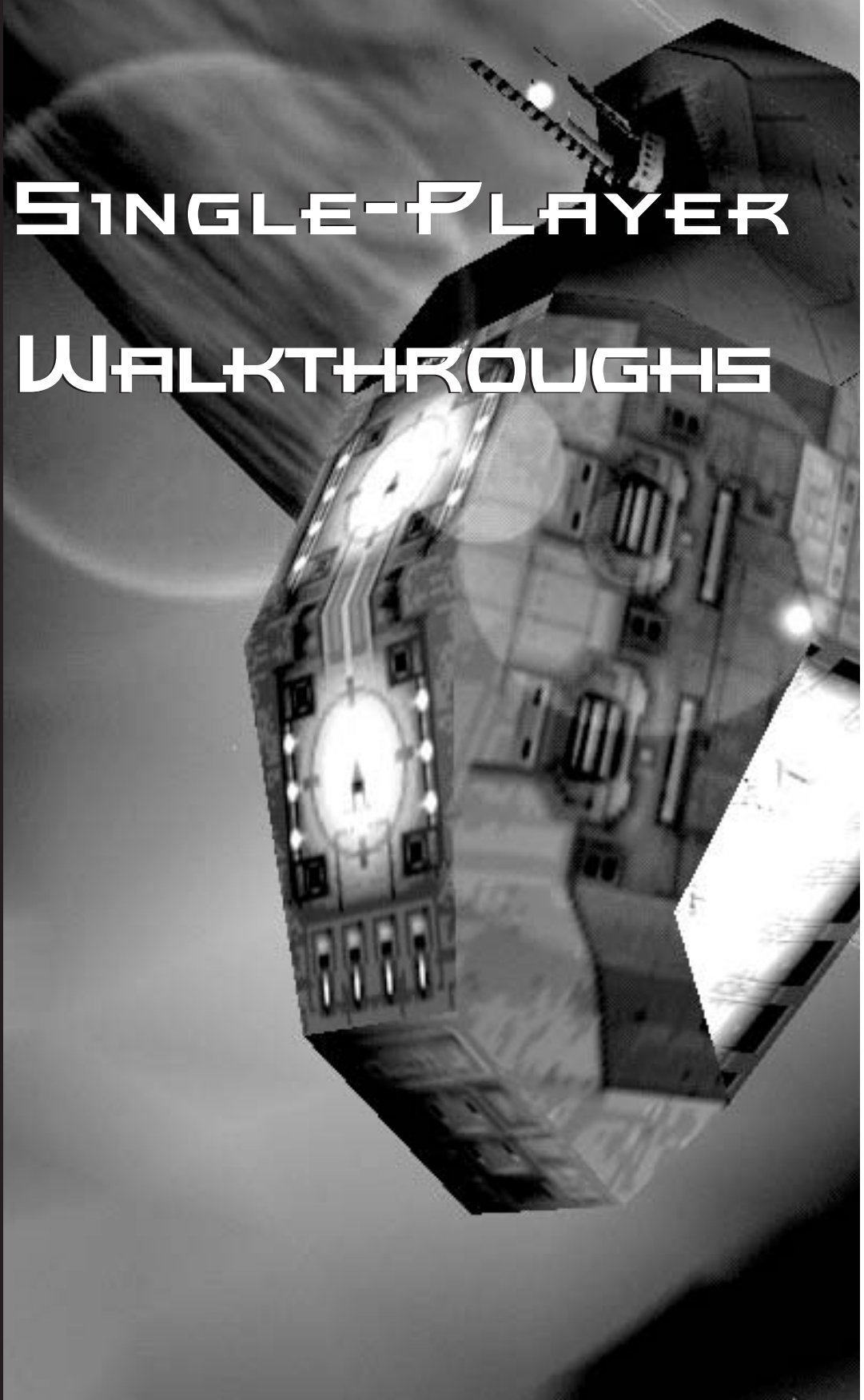
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PART



SINGLE-PLAYER WALKTHROUGHS



PART III: MISSION WALKTHROUGHS

THE END IS NEVER REALLY AN END, BUT A NEW BEGINNING. THAT'S A CLICHÉ, BUT IT'S ALSO A STAPLE OF GREAT STORYTELLING. IF A YARN DOESN'T LEAVE YOU FEVERISHLY WONDERING WHAT HAPPENS AFTER THE CURTAIN GOES DOWN, IT'S NOT MUCH OF A STORY. LUCKILY, FOR FOLLOWERS OF THE HOMEWORLD SAGA, THE STORY ONLY GETS MORE INTERESTING AFTER THE KUSHAN'S HARD-FOUGHT RETURN TO THEIR ANCESTRAL WORLD.

IN HOMEWORLD CATAclysm, THE STORY THAT BEGAN IN THE ORIGINAL HOMEWORLD CONTINUES INTO A FUTURE NOT SO FULL OF PROMISE AND JOY. CRACKS HAVE FORMED IN THE NEW HIIGARAN SOCIETY AND A NEW ENEMY HAS REVEALED ITSELF LIKE A FOX STUMBLING ONTO A POORLY FENCED CHICKEN FARM.

THESE WALKTHROUGHS TAKE YOU THROUGH EACH EPISODE OF THIS EPIC TALE. EACH CHAPTER BEGINS WITH AN OVERVIEW AND LISTS OF WHAT YOU CAN EXPECT TO SEE IN EACH MISSION—NEW SHIPS, RESEARCH, ENEMIES, AND OBJECTIVES. THEN, FOR THOSE WITH A THIRST FOR MORE DETAIL, THERE'S A STEP-BY-STEP DESCRIPTION OF THE MISSIONS.

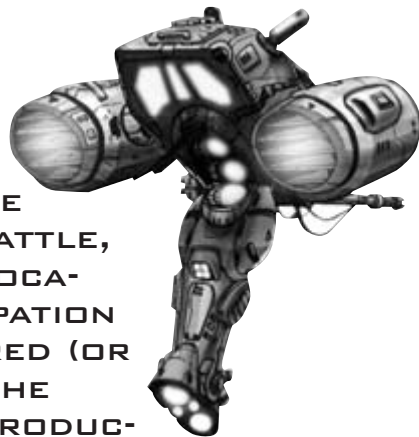
A NOTE ON SKILL LEVELS

These walkthroughs cover the Normal skill level but are fully applicable to all other difficulties. To understand what effect your chosen skill level has on gameplay, consult the outline below.

- ☉ **Very Easy:** Six times Normal Health for player's ships, one-fourth Normal building time, one-fourth Normal building cost, double Normal weapon damage, significant reduction in Normal enemy forces.
- ☉ **Easy:** Triple Normal Health for player's ships, one-half Normal building time, one-half Normal building cost, minor reductions in Normal enemy forces.
- ☉ **Hard:** Player's ship's Health reduced to 85 percent.
- ☉ **Very Hard:** Player's ship's health reduced to 70 percent.

MISSION 1: NEAR HIIGARA

TALK ABOUT BEING TOSSED RIGHT INTO THE MIDDLE OF THE ACTION! IN YOUR FIRST MISSION, YOU EMERGE ON THE PERIPHERY OF A MASSIVE BATTLE, SKIRMISHES RAGING IN DIFFERENT LOCATIONS. FORTUNATELY, YOUR PARTICIPATION IS LIMITED, AND YOU AREN'T REQUIRED (OR EVEN ABLE) TO CONFRONT ANY OF THE MORE POWERFUL VESSELS. THIS INTRODUCTORY LEVEL OFFERS A TASTE OF BASIC COMBAT, DEFENSE, AND RESOURCE HARVESTING.



OBJECTIVES

1. Destroy Taiidan Bombers
2. Explore the Designated Region
3. Destroy Resourcing Convoy
4. Defend Proximity Sensors
5. Destroy Crippled Heavy Cruiser

RESEARCH

- ☉ Fighter Drive (Completed)
- ☉ Linking Technology

NEW BUILDS

- ☉ Recon
- ☉ Acolyte
- ☉ Worker
- ☉ Processor
- ☉ Hangar Module
- ☉ ACV

TAIIDAN

IMPERIALIST SHIPS

- ☉ Attack Bomber
- ☉ Interceptor
- ☉ Defender
- ☉ Resource Collector
- ☉ Multigun Corvette
- ☉ Carrier
- ☉ Heavy Cruiser
- ☉ Ion Cannon Frigate
- ☉ Destroyer

WALKTHROUGH



OBJECTIVE 1: DESTROY TAIIDAN BOMBERS

The Taiidan Attack Bombers attacking our Ion Cannon Frigates must be destroyed. Quickly build some Acolytes, and send them over to help out the frigates.

Immediately Pause (**P** by default) and get your bearings.



FRIENDLY ION CANNON FRIGATES ARE UNDER
ATTACK. VAPORIZING THEIR ATTACKERS IS
YOUR FIRST PRIORITY.

NEW BUILDS: ACOLYTE, RECON, WORKER, AND PROCESSOR

The Acolyte is the most basic strike craft. It's fast enough to run down any known enemy combat ship. Its hull is, however, a touch fragile, making the ship unfit for all but the lightest duty. Make sure you always have a numerical advantage if you're using Acolytes.

The Recon is your basic scout ship. It'll blow up if an enemy breathes on it too hard, but there's nothing that can outrun it or—more to the point—that it can't outrun. Always keep Recons set to Evasive Tactics. Use waypoints to send them out on patrols to locate hidden enemies and find resource deposits.

MISSION 1

Workers keep your fleet humming by doing the heavy lifting. A basic Worker can harvest asteroid-bound resources. With upgrades, it can salvage damaged enemy ships, heal crippled members of your fleet, and extract resources from more-exotic materials. Always keep a bunch around and keep them well defended; their thick hides only partially compensate for their lack of speed and weaponry.

The Processor is as essential as the Worker. Its primary use is as a roving resource drop-off point—speeding resource collection far from your Command Ship. Though its weapons are far from terrifying, a Processor can fire on attacking foes. When upgraded, it automatically repairs nearby ships. When they're not receiving resources, keep your Processors guarding important ships to provide emergency repairs.

For more information on each of these vessels, see "Somtaaw Fleet."

NEW BUILD: HANGAR MODULE

The Hangar Module is required to build new ships and conduct research on relevant technologies. If it's destroyed in battle, rebuild it immediately—you won't get far without it. For more information and a list of research topics, see "Research and the Technology Tree."

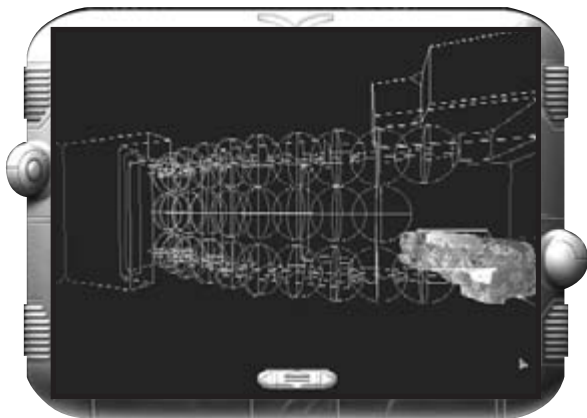
Skirmishes between friendly forces and the Taiidani armada are raging in two places. The first, located 45 km away at bearing 390, is the site of a beacon and your initial mission objective.

NOTE

BEACONS ARE INDICATED IN YOUR SENSORS MANGER AS BLINKING YELLOW CIRCLES. THEY EMIT AN AUDIBLE PING AND INDICATE IMPORTANT LOCATIONS.

Opposite these two battles is a large array of Proximity Sensors—creating a massive blue sensor wall. These come into play later.

PART III: MISSION WALKTHROUGHS



THIS MATRIX OF BLUE DOTS IS A WALL OF PROXIMITY SENSORS KEEPING A SECTION OF SPACE ILLUMINATED TO YOUR FLEET'S SENSORS MANAGER.

With the game still paused, send your Workers to begin harvesting the resources nearby (indicated in your Sensors Manager as dark brown dots).

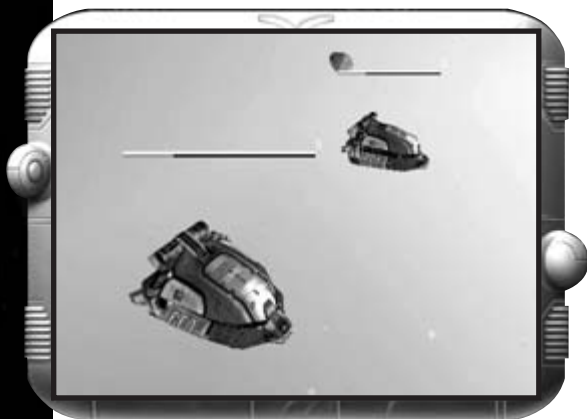
THE CLUSTER OF BROWN DOTS IN YOUR SENSORS MANAGER REPRESENTS RESOURCES. SEND YOUR WORKERS TO FETCH THE SMALL PATCH NEAR YOUR STARTING POINT.



MISSION 1

TIP

YOU CAN ISSUE ANY ORDERS (BUT NOT INITIATE BUILDING AND RESEARCH) WITH THE GAME PAUSED, BUT NOTHING HAPPENS UNTIL YOU START THINGS MOVING AGAIN. GET IN THE HABIT OF PAUSING THE GAME BEFORE ISSUING NEW COMMANDS OR DOING ANYTHING THAT REQUIRES YOU TO CONCENTRATE ON SOMETHING OTHER THAN THE FLOW OF THE GAME.



DEVELOP A CONSISTENT SYSTEM FOR YOUR HOTKEY ASSIGNMENTS. FOR INSTANCE, I ALWAYS SET UP WORKERS AT GROUP 9 SO I KNOW HOW TO FIND THEM FROM MISSION TO MISSION.

Finally, assign your Recons and Workers as Groups 1 and 9, respectively. Resume play, and begin constructing a squadron of eight Acolytes.

YOUR FIRST ACOLYTES. NEW SHIPS LINE UP IN SO-CALLED PARADE FORMATION NEXT TO YOUR COMMAND SHIP AND ARE CONSIDERED DOCKED, SO THEY'LL FOLLOW THE COMMAND SHIP UNTIL GIVEN ORDERS OF THEIR OWN.



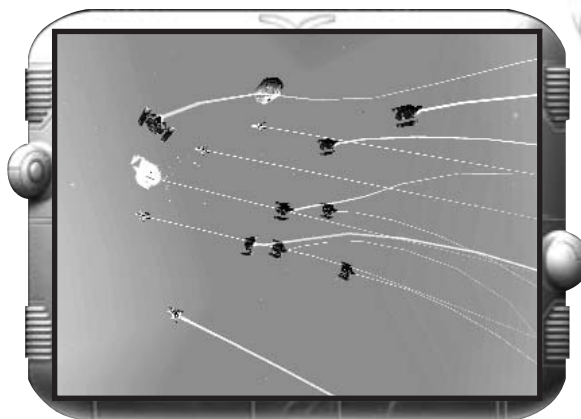
The first batch of Acolytes lines up next to your Command Ship as they're constructed. When all ships are complete, designate them as Group 2. Next, build another squad of eight Acolytes (to be designated Group 3).

You soon receive word that a squadron of Interceptors is coming to investigate your arrival (from bearing 240). Assemble Group 2 in Claw formation and order them to guard the Workers to await the enemy's arrival.



PART III: MISSION WALKTHROUGHS

TARGET ONE ENEMY AT A TIME WHEN BATTLING WITH SINGLE-GUN VESSELS LIKE THE ACOLYTE. UNTIL YOU MASTER THIS SKILL, YOU CAN PAUSE THE GAME BEFORE SELECTING A NEW TARGET FOR YOUR GROUPS.

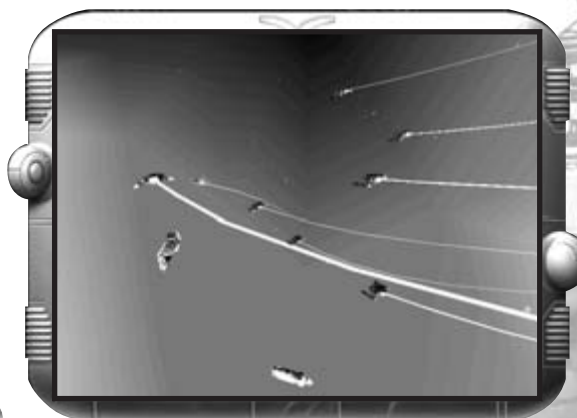


Engage the Interceptors before they target your Workers. Once the threat is subdued, continue guarding your Workers with Group 2. Another wave of Interceptors will be along soon.



Designate your second squad of Acolytes as Group 3 and move them incrementally toward the beacon. As Group 3 approaches the battle, target the nearest bomber for annihilation. Few of these enemies are in formation, so it shouldn't be too hard to pick them all off.

PICK OFF THESE SCATTERED BOMBERS TO RESCUE YOUR FELLOW HIIGARANS.



MISSION 1

Once you've eliminated all the bombers in this area, the first mission objective is complete. Dock your surviving Acolytes to repair their wounds.



OBJECTIVE 2: EXPLORE THE DESIGNATED REGION

Our sensor grid has been knocked out in this area. Send Recons to explore and find out what enemy ships may be lurking there. Order your Recons (Group 1) to move gradually toward the new beacon at bearing 162 (about 75 km). Take along Group 2 as an escort (Claw formation in Neutral Tactics). Don't move directly to the beacon, just close enough for your Recons' sensors to illuminate the area.



When you arrive near the beacon, you see a team of Imperialist Resource Collectors and their Defender escorts. A whole lot of resources are out here for the pickin'.

YOUR RECONS WON'T BE ABLE TO HANDLE THOSE DEFENDERS. BRING IN A WING OF ACOLYTES TO DO THE JOB FOR THEM.



OBJECTIVE 3: DESTROY THE RESOURCING CONVOY

TIP

START MOVING YOUR COMMAND SHIP TOWARD THIS NEW STASH OF RESOURCES. ONCE THE AREA IS CLEAR OF HOSTILES AND THE OLD RESOURCE FIELD IS SPENT, BRING THE COMMAND SHIP AND WORKERS ALL THE WAY OUT TO MINE THE NEW FIELD.

PART III: MISSION WALKTHROUGHS

Destroy all enemy Resource Collectors harvesting in the area. Watch out for any ships guarding the resources. Engage and destroy the escorts first, and then focus on one Resource Collector at a time in Sphere formation.

SPHERE FORMATION IS THE ONLY WAY TO GO AGAINST SLOW-MOVING TARGETS. MAKE SURE NO ESCORTS ARE AROUND; SHIPS IN SPHERE FORMATION HOVER IN SPACE, MAKING THEM VERY EASY TARGETS.



NEW RESEARCH: LINKING TECHNOLOGY

You may begin researching Linking Technology. This technology allows you to create composite ships from less powerful fighters. When research is complete, you can link your existing Acolytes together to form ACVs or build ACVs from scratch. To equip your existing ships with this technology, you must send them back to the Command Ship for an upgrade.

Linking Technology also gives ACVs the power to *unlink* and revert to a pair of Acolytes.

See "Research and the Technology Tree" for details.

CAUTION

DON'T LET THE COLLECTORS LEAD YOU TOWARD THE NEARBY CARRIER. IF, IN THEIR RETREAT, THE COLLECTORS DO PULL YOUR ENGAGED SHIPS INTO FIRING RANGE, GO BACK TO THE RESOURCE FIELD AND AWAIT THE COLLECTORS' RETURN.

MISSION 1

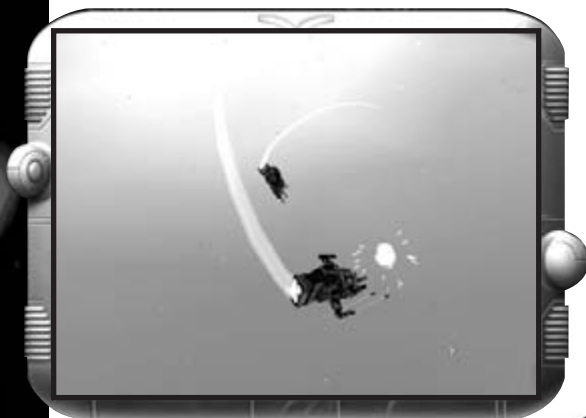


OBJECTIVE 4: DEFEND PROXIMITY SENSORS

NEW BUILD: ACV

The ACV is one of only two types of corvette-class ship in the Somtaaw fleet. Comprised of two linked Acolytes, the ACV has twice the armor, twice the fire-power, and twice the price tag of an Acolyte. Its primary drawback is its slow speed relative to the Acolyte; ACVs can be outrun by Turanic fighters and Imperialist bombers and Interceptors. Except when speed is crucial, the ACV is your only real choice in fighters.

Docking Group 3 upgrades the ships with the new linking technology. Once the repairs and upgrades are done, link them to form four ACVs and send them out to defend the Proximity Sensors.



THE PROXIMITY SENSOR ARRAY IS UNDER ATTACK FROM THIS BAND OF HOOLIGANS.

Vaporize the Multigun Corvettes with your school of ACVs in Claw formation, and then focus on the Interceptor escorts. Once this enemy force has been scrapped, the objective is complete.

NOTE

GROUP 2 MUST BE UPGRADED AS WELL; DO IT AT THE EARLIEST SAFE OPPORTUNITY. ALL FUTURE ACOLYTES WILL COME WITH LINKING TECHNOLOGY.

PART III: MISSION WALKTHROUGHS



OBJECTIVE 5: DESTROY CRIPPLED HEAVY CRUISER



THE DAMAGED HEAVY CRUISER IS BEHIND THE ACTION IN THIS BATTLE. IT'S MARKED BY A BEACON AS IT MOVES TO ESCAPE THE FRAY.

Send a squad of at least eight ACVs, re-dubbed Group 3, in Claw formation toward the crippled Heavy Cruiser (marked by the beacon and hanging behind the main battle with a clutch of Defender escorts).



CAUTION

STEER CLEAR OF THE
MAIN BATTLE AND HEAD STRAIGHT
FOR THE HOBBLING CRUISER—LET THE
HIIGARAN FLEET TAKE ON THE
REMAINING BIG GUNS.

SPHERE
FORMATION IS
INEFFECTIVE AGAINST
SHIPS WITH MULTIPLE TURRETED WEAPONS. THE
GUNNERS ON HEAVY CRUISERS AND SIMILARLY
EQUIPPED VESSELS JUST LOVE TO SEE A FIGHTER
HOVERING IN SPACE.

Descend upon the Defenders in Claw formation and then focus on the cruiser. *Don't* use Sphere formation on the multigunned Heavy Cruiser!

When the Heavy Cruiser is reduced to space dust, the final mission objective is complete.

Once you've gathered all the sector's resources, you may end the mission.

MISSION 1

MISSION 2: OUTSKIRTS OF THE HIIGARAN SYSTEM

MISSION 2 BEGINS AS A SIMPLE RESCUE OPERATION BUT ENDS WITH A MYSTERIOUS TURN. A DISABLED HIIGARAN VESSEL NEEDS YOUR PROTECTION FROM SCAVENGING SPACE PIRATES, KNOWN AS TURANIC RAIDERS.

WHILE PROVIDING THIS AID, YOU'LL DISCOVER SOMETHING VALUABLE FLOATING IN DEPTHS OF SPACE. MUSTER YOUR FORCES TO RETRIEVE THIS ITEM BEFORE THE RAIDERS STAKE THEIR CLAIM.



OBJECTIVES

1. Build Engineering Module
2. Find the *Bushan-Re*
3. Repair the *Bushan-Re*
4. Salvage Derelict Vessel
5. Destroy Turanic Raiders

RESEARCH

- ⦿ Repair Systems
- ⦿ Salvaging Ability
- ⦿ Holographic Emitter

NEW BUILDS

- ⦿ Engineering Module
- ⦿ Mimic
- ⦿ MCV

TURANIC RAIDER SHIPS

- ⦿ Fighter
- ⦿ Standard Corvette
- ⦿ Missile Corvette

WALKTHROUGH



OBJECTIVE 1: BUILD ENGINEERING MODULE

To research new repair technology, you must build an Engineering Module. This module is in the Build Manager at the bottom of the list. This objective is easy. Go to the Build Manager and initiate construction of the Engineering Module. When construction is complete, your first mission objective is fulfilled.

Next, start research into Repair Systems and, when that's done, Salvaging Ability. When your research is done, pause the game.

NEW RESEARCH: REPAIR SYSTEMS AND SALVAGING ABILITY

Once the Engineering Module is finished, you may begin research on Repair Systems and Salvaging Ability. Because you can only do one at a time, start with Repair, the one you'll need first.

Repair Systems enable your Workers and Processors to fix other ships, and Salvaging Ability lets your Workers drag damaged enemy vessels back to the Command Ship for conversion to your use. Once each topic is researched, your Workers and Processors can be upgraded without having to return to the Command Ship. See "Research and Technology Tree" for more detail.



OBJECTIVE 2: FIND THE BUSHAN-RE



BEFORE YOU HAVE TIME TO DO MUCH OF ANYTHING, THESE PIRATES SHOW UP JUST TO KEEP THINGS INTERESTING.

Locate the *Bushan-Re* so repairs can proceed immediately. Organize your forces quickly because you'll be getting a prompt visit from a squadron of Turanic Raider fighters (an alert will warn you just before their arrival). Repel the attack and set your Workers out to harvest.

NOTE

THIS SECTOR IS FULL OF MOVING ASTEROID CLUSTERS. THEY SHOW UP ON YOUR SENSORS MANAGER AS RESOURCES BUT ARE VERY HARD TO PIN DOWN FOR EFFECTIVE HARVESTING. YOU'LL NOTICE, HOWEVER, THAT SOME OF THE RESOURCES ON YOUR MAP ARE STATIONARY. THESE YOU CAN HARVEST. DON'T EXIT THE MISSION WITHOUT EXPLOITING ALL AVAILABLE RESOURCES.



THE SEARCH FOR THE *BUSHAN-RE* BEGINS BY SENDING YOUR RECONS TO SEARCH THE IMMEDIATE AREA AROUND YOUR COMMAND SHIP. USE WAYPOINTS TO AUTOMATE THE PROCESS.

Send your Recons out to search for the *Bushan-Re*. Use waypoints for each individual Recon to fully explore the space around your ship.

PART III: MISSION WALKTHROUGHS

Keep your eyes on the Sensors Manager. Several wings of fighters will approach from different directions. Keep your strike teams close to the *Kuun-Lan* and on alert.

Sometime during these scuffles, the Tactical Officer will alert you to some com signals at bearing 255, about 80 kilometers from the starting position. Send the Recons out to sniff around.



THE *BUSHAN-RE* IS VENTING FLAMES AND NOT LOOKING GOOD. DISPATCH AS MANY WORKERS AS POSSIBLE TO HEAL HER QUICKLY.

The TO's hunch was right; the *Bushan-Re* is, in fact, the source of one of those signals. When the Recons make visual contact with the crippled Destroyer, the objective is complete.



OBJECTIVE 3: REPAIR THE *BUSHAN-RE*

Upgrade your Workers and dispatch them (with numerous ACV escorts) to the crippled *Bushan-Re*. Set all your Workers to repair the Hiigaran Destroyer; the more Workers you have, the faster it will go.

During this lengthy process, you receive a report of incoming hyperspace signatures nearby. They appear to be Hiigaran ships; be prepared to protect them when they arrive.

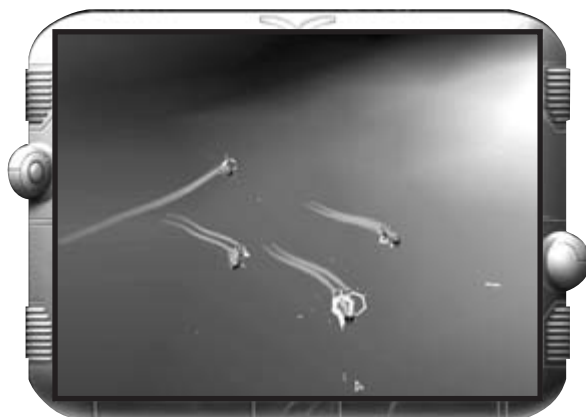
MISSION 2



THE NEWLY ARRIVED HIIGARAN FRIGATES NEED YOUR HELP AS WELL. OR DO THEY?

As it turns out, they don't need protection. The approaching vessels uncloak to reveal their true forms: Raider corvettes. Other squads (of missile corvettes and fighters) appear at the edges of explored space.

THE CLOAKS LIFT TO REVEAL A SQUADRON OF TURANIC RAIDERS. KEEP YOUR ACVs CLOSE TO THE *BUSHAN-Re* AND ATTACK ANYTHING THAT COMES INTO RANGE.



CAUTION

IT'S POSSIBLE THAT ONE OF THE TURANIC SQUADS WILL ATTACK YOUR **COMMAND SHIP**. IF THE ATTACKING WING CONSISTS MERELY OF FIGHTERS, THE **COMMAND SHIP** CAN TAKE CARE OF ITSELF. IF, HOWEVER, ONE OF THE MISSILE CORVETTES ATTACKS, YOU MAY WANT TO PULL BACK ONE OF YOUR **ACV** GROUPS TO PROVIDE SUPPORT.

Priority one is to defend the *Bushan-Re*! Set the ACVs out to draw blood. Drop them down to Neutral Tactics so they won't pursue attackers, which would leave the Destroyer vulnerable. Focus primary attention on the strike craft killer missile corvettes.

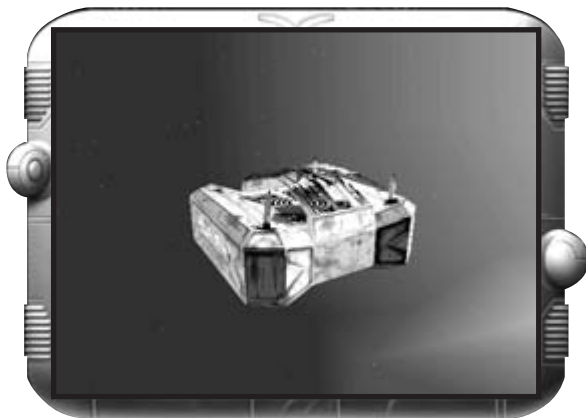
Once the *Bushan-Re* is at full health, this objective is complete.



OBJECTIVE 4: SALVAGE DERELICT VESSEL

You receive word of a *second* distress signal in your vicinity. If it's not the *Bushan-Re*, it must be another ship, perhaps a derelict. Send a pair of Workers to salvage the unknown derelict vessel. You should send a small contingent of fighters to support the Workers. The Workers salvaging must be upgraded after researching Salvaging Technology in the Engineering Module.

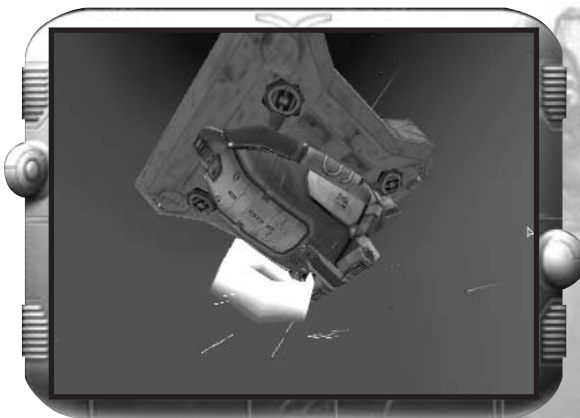
Eventually, the signal's source is located very near your position: 30 km from the *Bushan-Re*, bearing 270. Send a pair of Workers with full escort to salvage the derelict.



A SINGLE WORKER WITH A FULL ESCORT OF ACVs WILL BE NECESSARY TO HAUL IN THE DERELICT SHIP.

There's no problem snagging the strange ship. It's getting it back to the *Kuun-Lan* that's going to be tricky; this objective is interrupted by more immediate danger.

WHEN A WORKER IS ASSIGNED TO SALVAGE A SHIP, IT LATCHES ONTO THE TARGET'S HULL. ONCE CONTACT IS ESTABLISHED, A WORKER CAN BE SHOT OFF BY THE PURSUING ATTACK SHIPS.





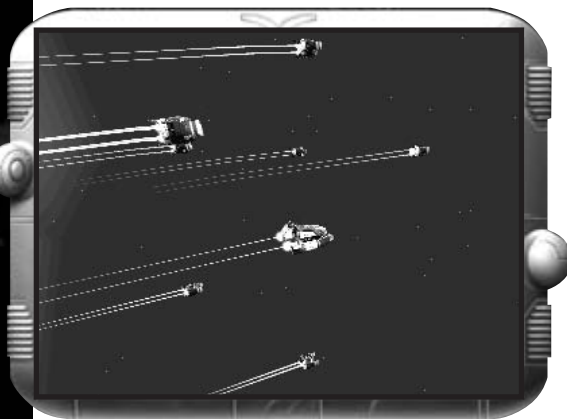
OBJECTIVE 5: DESTROY TURANIC RAIDERS

As one of your Workers takes hold of the derelict, you discover that you're not the only interested party; the Raiders have spotted the ship as well. You'll have to fight for it. Eliminate all hostile forces you encounter. Always have a defensive force near your Workers while they salvage.

NEW RESEARCH: HOLOGRAPHIC EMITTER

Based on the wreckage of the Raider corvettes, Engineering has devised a way to copy their Mimic Technology. This technology will allow you to build a Mimic, a ship that can disguise itself as a larger member of your fleet, an enemy ship, or even an asteroid. See "Research and the Technology Tree" for a more complete description.

Initiate Holographic Emitter research as soon as it becomes available.



TO PROTECT YOUR SALVAGE, SET YOUR ACV WINGS TO ESCORT THE WORKER IN CLAW FORMATION.

The Raider squads consist of standard and missile corvettes, and fighters—no problem for ACVs. Concentrate your fire on the corvettes before turning to weaker fighters.

TIP

IF YOU DIDN'T GET THE DERELICT SHIP BEFORE THE PIRATES SHOWED UP, GO SNATCH IT DURING THE BATTLE BEFORE THE TURANIC CORVETTES GET AN OPENING. JUST MAKE SURE YOU PULL ONE OF YOUR ACV SQUADS OUT OF THE FRAY TO ACT AS AN ESCORT.



When all attackers are destroyed, the objective is complete.

NEW BUILDS: MIMIC AND MCV

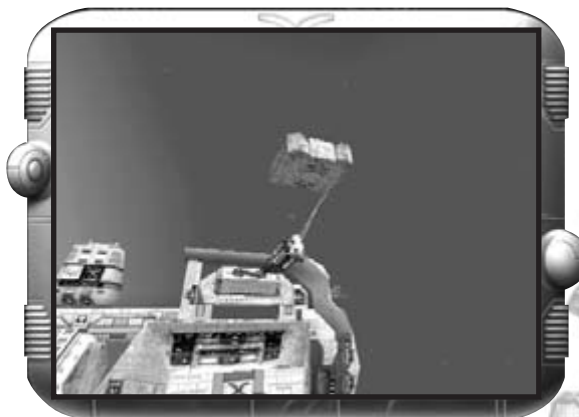
When your Holographic Emitter research is complete, you can build Mimics and MCVs.

Mimics are unarmed but serve as fantastic stealth scouts, disguising themselves as any fighter- or corvette-class ship in your fleet or your enemy's, or even as a small asteroid. This cloak is undetectable with standard sensors and, thus, provides great cover for spying on enemies or doing low-key reconnaissance work.

The MCV consists of two linked Mimics. The power of this corvette-class ship is its ability to pose as a frigate-class ship or a large asteroid.

Both ships can, with some technological advancement, be ordered to throw themselves at enemies in fierce kamikaze attacks.

WHEN THE *KUUN-LAN* ASSUMES CONTROL OF THE DERELICT VESSEL, THE MISSION IS COMPLETE.



MISSION 2

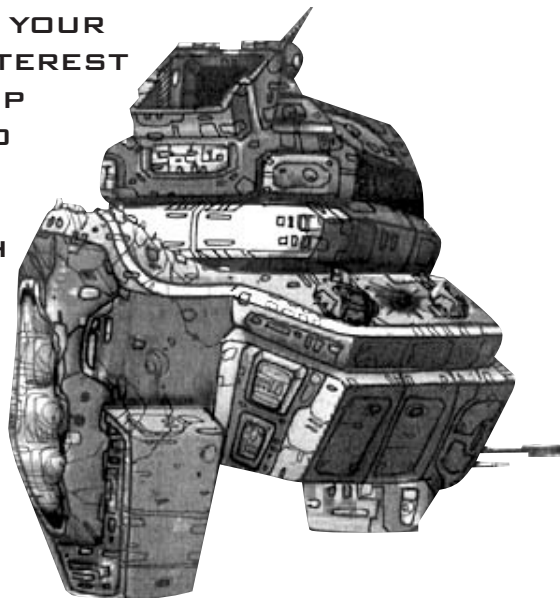
Escort the derelict vessel and your Workers back to the Command Ship. Once the vessel has been docked and preliminarily analyzed, the objective is complete and the mission is over.

TIP

MAKE SURE YOU'VE FULLY HARVESTED ANY STATIONARY RESOURCE FIELDS IN THE REGION. THE MOVING ONES AREN'T HARVESTABLE.

MISSION 3: CORUC-TEL SYSTEM

YOUR FIND SEEMS TO HAVE SERIOUS POLITICAL IMPLICATIONS FOR YOUR EMBATTLED KIITH. IN THE INTEREST OF SECRECY, YOU MUST EQUIP YOUR SIMPLE MINING SHIP TO QUIETLY STUDY THE ALIEN DERELICT. THIS MISSION REQUIRES YOU TO MEET WITH AND RESCUE A SOMTAAW RESEARCH VESSEL PARALYZED IN A TRAP.



OBJECTIVES

1. Find the *Clee-San*
2. Send Mimic to *Clee-San*
3. Clear path for *Clee-San*

RESEARCH

- ☉ Missile Launcher

NEW BUILD

- ☉ Weapons Module

TURANIC RAIDER SHIPS

- ☉ Fighters
- ☉ Missile Corvette
- ☉ Minelayer Corvette

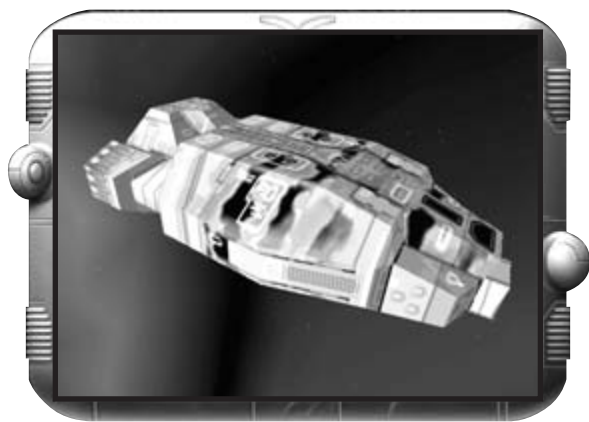
WALKTHROUGH



OBJECTIVE 1: FIND THE CLEE-SAN

The *Clee-San* isn't where it's supposed to be. Your Command Ship is receiving transmissions from the research vessel, but they're being scrambled. You must first investigate the source of the signal to discover what's gone wrong. The last known position of the *Clee-San* is pinged in your Sensors Manager.

Begin, however, by harvesting in the large field of nearby asteroids.

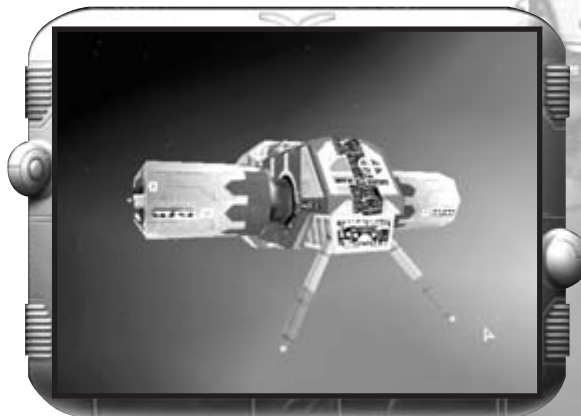


THIS ISN'T REALLY A TURANIC FIGHTER, BUT THE RAIDERS WON'T KNOW THAT. MIMICS ARE EFFECTIVE SPIES UNTIL YOUR ENEMIES DEVELOP SENSORS CAPABLE OF DETECTING THEIR ARTIFICE.

Initiate construction of your first Mimic. Disguise it as a Turanic fighter and send it toward the source of the transmission: bearing 170, about 190 km from your start position.

As your Mimic approaches the *Clee-San*, it receives word of a nearby minefield. Because your ship appears to be a Turanic vessel, the mines aren't attracted to it.

THE *CLEE-SAN*'S NOT IN A SAFE PLACE. YOU MUST CUT A PATH THROUGH THOSE MINES AND NEUTRALIZE THE LARGE GARRISON OF STRIKE CRAFT.

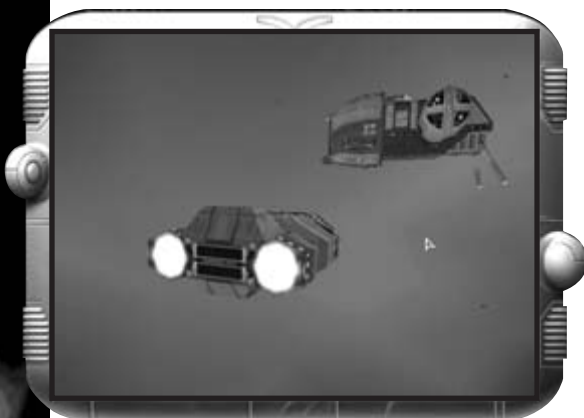


Raider ships and a sphere of live mines surround the *Clee-San*. The path between your ship and the research vessel is also, as you've just seen, littered with mines. As the Mimic arrives, the ship transmits a basic message.



OBJECTIVE 2: SEND MIMIC TO CLEE-SAN

Because you've already sent a stealthy Mimic to scout the *Clee-San*, all you need to do now is move it into communications range and assign it as an escort to the *Clee-San*.



TO RECEIVE THE *CLEE-SAN*'S MESSAGE, ASSIGN THAT MIMIC TO GUARD THE EMBATTLED SHIP.

Once at its side, the Mimic will convey the *Clee-San*'s message and transmit the codes necessary for the minefield to appear (as orange dots) on the Sensors Manager.

This objective is complete when the Mimic makes contact.

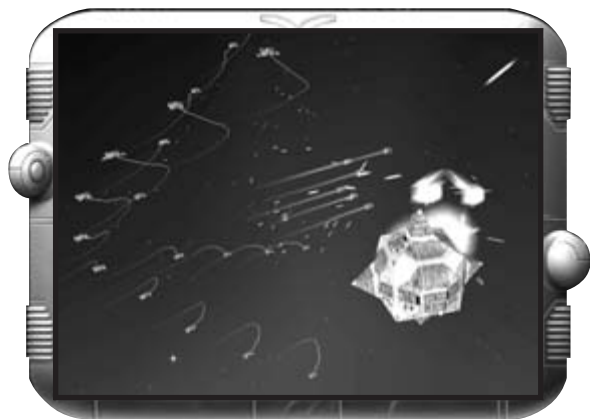


OBJECTIVE 3: CLEAR PATH FOR CLEE-SAN

Take groups of Acolytes and attack mines that are in the way. Once nearby mines are clear, the *Clee-San* will move toward the *Kuun-Lan*. If the *Clee-San* encounters more mines, it will stop and wait for you to clear them. If no mines are encountered, the *Clee-San* will dock with the *Kuun-Lan*.

You may move the Mimic back toward the Command Ship, but stop when you get near the entry to the minefield. Park the Mimic along the path to use its sensors

PART III: MISSION WALKTHROUGHS



to see incoming Raider ships. As your Acolytes advance through the field, move the Mimic ahead to show what's out there.

FOCUS ON THE MINES DOWN THE CENTER OF THE MINEFIELD.

TIP

YOU DON'T HAVE TO CLEAR *ALL* OF THE MINES, ONLY THE ONES DOWN THE CENTER OF THE MINEFIELD. BASICALLY, IF YOU FLY IN A STRAIGHT LINE FROM THE *KUUN-LAN* TO THE *CLEE-SAN*, THE MINES THAT COME TO YOU ARE THE ONES TO DESTROY. IF THEY DON'T REACT TO YOUR APPROACH, THEY PROBABLY WON'T CAUSE ANY DIFFICULTY LATER.

Unlink one squadron of your ACVs to form twice the number of Acolytes. These smaller fighters' speed will come in handy against the lethal magnetic space mines.

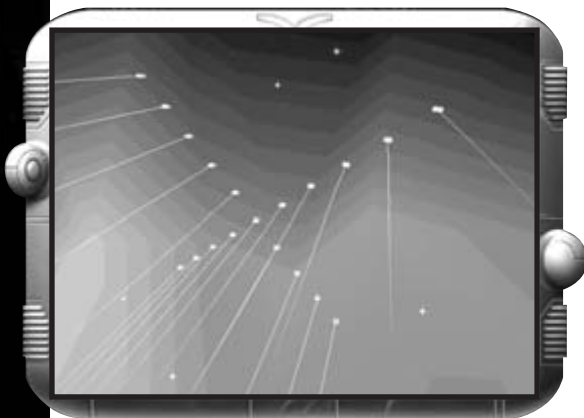
NEW BUILD: WEAPONS MODULE

The Weapons Module provides the facilities necessary to develop new and more potent weapon systems. For a list of research topics covered by this new addition to your Command Ship, see "Research and the Technology Tree."

NEW RESEARCH: MISSILE LAUNCHER

This technology is a prerequisite for several powerful frigate-class ships that will appear later. For now, however, you can upgrade your Acolytes with these guided, armor-piercing projectiles to make them stronger offensive weapons.

Wait until the Weapons Module is built and Missile Launchers have been fully researched. Then, upgrade your Acolytes.



FOR MINE KILLING, THE X FORMATION GIVES ALL SHIPS AN OPEN SHOT AT THE SAME TIME. EVASIVE TACTICS TELL THE ACOLYTES TO DISPERSE IF TROUBLE ARISES.

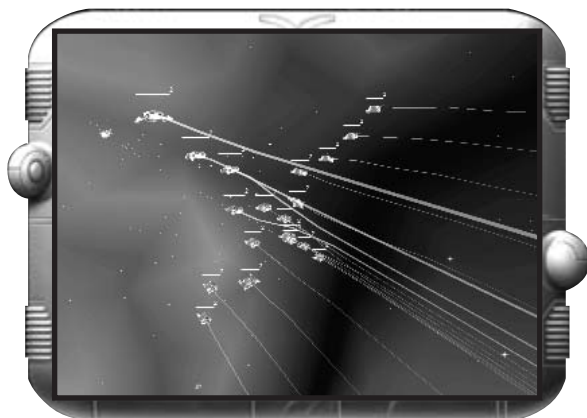
Send in a squad of 16 Acolytes to detonate the mines. Place them in the X formation and, most importantly, set them to Evasive Tactics.

Position your still-linked squad of ACVs near the front of the minefield. When enemy ships target your Acolytes, retreat out of the field and allow these stronger strike vessels to do the job. As you clear mines, you can draw this squad into the field behind your advancing Acolyte team.

TIP

IT'S VERY DIFFICULT TO SEE MINES COMING BEFORE IT'S TOO LATE. TO PARTIALLY SOLVE THIS PROBLEM, USE THE **SENSORS MANAGER** TO NAVIGATE THE MINE GAUNTLET. SWITCH TO THE NORMAL MODE ONCE YOU'VE ENGAGED A MINE, BUT MOST OF YOUR TIME SHOULD BE SPENT IN THE **SENSORS MANAGER**. EVEN IN THE **SENSORS MANAGER**, HOWEVER, IT'S DIFFICULT TO SEE WHICH MINES ARE ON THE SAME PLANE AS YOUR SHIPS. VIEW THE ACTION FROM A TOP-DOWN POSITION AND ROTATE THE PERSPECTIVE FREQUENTLY TO SEE WHICH MINES ARE NEAR YOUR ACOLYTES.

PART III: MISSION WALKTHROUGHS



AS A MINE APPROACHES, THE ENTIRE SQUAD
OPENS FIRE.

Generally, the Acolytes are facing off against individual mines; target each with the entire squad. Your ships' approach instantly activates a mine's tracking system. As it closes, the ships focus their fire in plenty of time to detonate the mine before it can cause any mayhem.

CAUTION
TAKE YOUR TIME, BUT
DON'T DAWDLE, OR A GIGANTIC
RAIDER FLEET WILL ARRIVE TO CLAIM
YOUR SCALP ALONG WITH THE
**CLEE-SAN. YOU CANNOT
DEFEAT IT.**

IF A MINE GETS PAST YOUR LINE OF FIRE, ACOLYTES
SET TO EVASIVE TACTICS WILL SCRAMBLE TO AVOID
IT AND FIND NEW ATTACK RANGE.

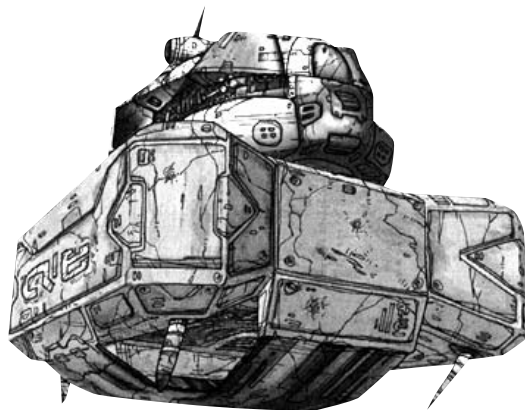
If a mine gets past the initial assault, having your Acolytes set to Evasive Tactics permits them to disperse and outrun the mines. (Only Acolytes are fast enough to escape.)

During this frantic flight, at least some of the ships reacquire the target and, if all goes well, pop it before *it* finds a target.

When dealing with large clusters of mines, attract the mines' attention and retreat until you open some distance. Then turn and target them *one mine at a time*.

CAUTION

WHILE CLEARING THE MINEFIELD, YOU'LL BE ENGAGED BY WINGS OF FIGHTERS. TRY TO DRAW THESE SQUADRONS OUT OF THE MINEFIELD (AND, IF POSSIBLE, BACK TOWARD A WAITING ACV SQUAD) BEFORE ENGAGING IN A FULL-SCALE DOGFIGHT. DURING THESE FIGHTS, IT'S VERY EASY TO STRAY FROM THE CENTER OF THE MINEFIELD AND PICK UP MINES. ALWAYS SWITCH BACK TO NEUTRAL TACTICS BEFORE ENGAGING ENEMY FIGHTERS.



THE MINELAYER CORVETTES KEEP MAKING WORK FOR YOU IF YOU DON'T CRACK OPEN THEIR HULLS. SEND IN THE ACVs TO RUB THEM OUT.

You won't conquer this task until you eliminate the sources of the mines: a team of Minelayer Corvettes.

When you spy them, clear any intervening mines with your Acolyte team before engaging the ships.

TIP

YOU CAN RELINK YOUR ACOLYTES TO FORM ACVs FOR THESE DOGFIGHTS. THIS SIGNIFICANTLY UPS THE POWER OF YOUR STRIKE TEAM IN SITUATIONS IN WHICH SPEED ISN'T NECESSARY. BE SURE TO UNLINK BEFORE RESUMING MINE DESTRUCTION DUTY.

ACVs IN SPHERE FORMATION CAN SAFELY ELIMINATE THE MINELAYERS.



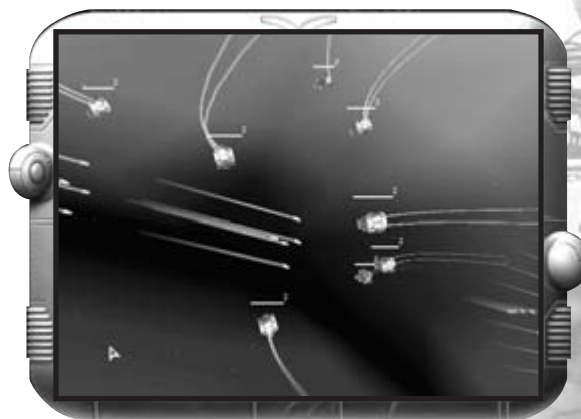
NOTE

THE MINELAYER CORVETTES DON'T HAVE WEAPONS PER SE, BUT CAN DROP MINES IN THE HEAT OF BATTLE.

IF YOU TRY TO ATTACK THE MINELAYERS WITH THE FASTER BUT WEAKER ACOLYTES, THEY'LL BE PICKED OFF BY MINES BEFORE THEY MAKE A DENT IN THE MINELAYERS' HIDES.

Target them not with the Acolytes, but with the escorting ACV squadron in Sphere formation—Acolytes don't have the firepower to deal with the thick-hulled Minelayer Corvettes. Their new missiles help, but they only get one shot and that's usually not enough.

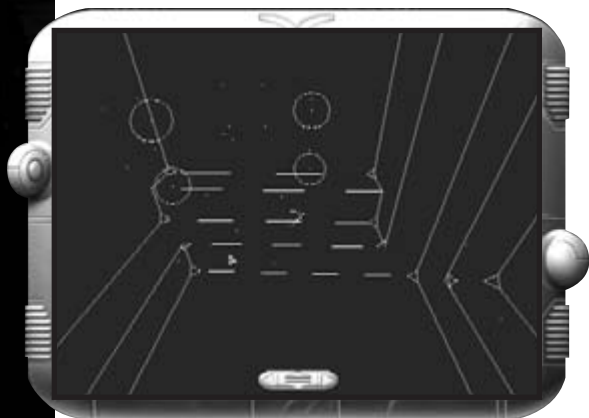
AS YOU APPROACH THE MINE SPHERE, ALL OF THE SUPPORTING STRIKE CRAFT RUSH TO GREET YOU. DRAW THEM BACK AND FACE OFF WITH THE HELP OF THE ACVs.



MISSION 1

As you approach the *Clee-San*, your sensors illuminate several Missile Corvettes and squads of fighters. Engaging all of these ships at once would be near-certain death. To keep the odds in your favor, engage the closest corvette and

retreat far away from the mine sphere. This engage-and-retreat tactic can be time consuming, but it protects you from picking up stray mines and allows you to scuffle with the corvettes one (or, at worst, two) at a time.



BEACONS SHOW WHICH MINES ARE THE PROBLEM. TARGET THEM CAREFULLY. WHEN THE WAY IS CLEAR, THE *CLEE-SAN* STARTS LIMPING TOWARD THE *KUUN-LAN*.

Once you've perforated all the Raider craft, approach the mine sphere surrounding the *Clee-San*. Beacons indicate which mines are preventing the ship from escaping. Clear those mines and the *Clee-San* automatically moves toward the *Kuun-Lan*.

TROUBLESOME MINES ARE HIGHLIGHTED BY BEACONS. CLEAR THEM AND CONTINUE YOUR RETURN.



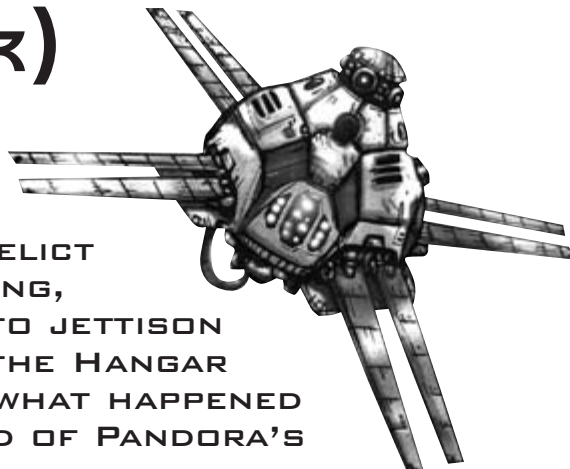
If, during your return, any of the unexploded mines pose a threat, the *Clee-San* will stop and wait for you to clear the way.

When the *Clee-San* docks at the *Kuun-Lan*, the objective is complete and the mission is over.

Harvest any remaining resources and make the jump to hyperspace.

MISSION 4: DEEP SPACE (TEL SECTOR)

A DEADLY SURPRISE HAS SPRUNG FROM YOUR FIND. THE PROBE UNEARTHED IN THE DERELICT SHIP HAS UNLEASHED SOMETHING, FORCING THE COMMAND SHIP TO JETTISON ITS LOWER DECKS, INCLUDING THE HANGAR MODULE. YOU MUST FIND OUT WHAT HAPPENED TO THAT PROBE AND WHAT KIND OF PANDORA'S BOX YOU'VE PRIED OPEN.



MISSION 4

OBJECTIVES

1. Replace Hangar Module
2. Escort *Clee-San*
3. Research Infection
4. Protect the *Kuun-Lan*

RESEARCH

- ☉ Missile Launcher
- ☉ Infection Organism

NEW BUILDS

- ☉ Weapons Module

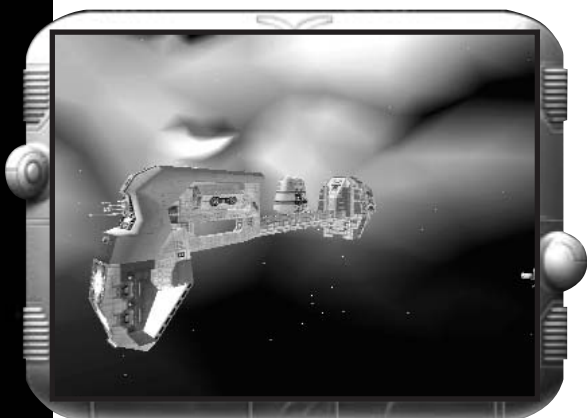
THE BEAST SHIPS

- ☉ Infected Module
- ☉ ACV
- ☉ Worker
- ☉ Ion Array Frigate
- ☉ Heavy Cruiser

WALKTHROUGH



OBJECTIVE 1: REPLACE HANGAR MODULE



THE *KUUN-LAN* LOOKS NAKED WITHOUT ITS HANGAR MODULE. BUILD A NEW ONE QUICKLY!

To satisfy the first objective, begin building a new Hangar Module in the Build Manager.

If you don't have enough resources on hand, send your Workers out to harvest immediately.

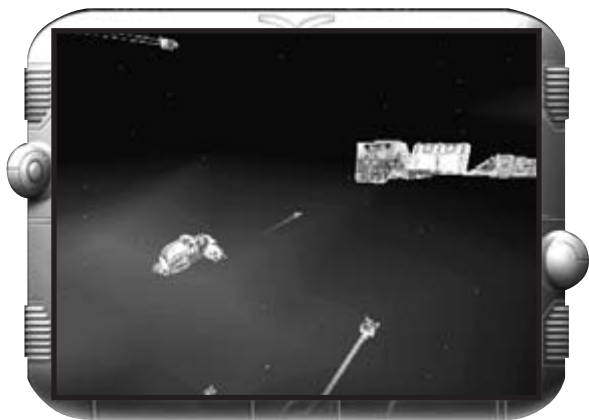
When the module is complete, the objective is satisfied.



OBJECTIVE 2: ESCORT CLEE-SAN



PART III: MISSION WALKTHROUGHS



ASSIGN FIVE INEXPERIENCED ACVs TO FOLLOW THE *CLEE-SAN* ON HER INVESTIGATION. NO NEED FOR ANY MORE THAN THAT.

The *Clee-San* is taking some scans of the jettisoned Hangar Module (bearing 210, 80 km) to discover the source of the disaster. She needs company. Assign the *Clee-San* an escort of five ACVs or ten Acolytes in Sphere formation.



As the *Clee-San* pulls up alongside the jettisoned module, your second mission objective is complete.

THE INFECTION BEAM FROM THE INFECTED HANGAR MODULE HAS TURNED YOUR OWN SHIPS AGAINST YOU. SEE WHY YOU ONLY SENT FIVE?

When your away team arrives at the infected module, an even bigger surprise awaits. A particle beam fired from the module cuts off contact with the *Clee-San* and her escorts. Even worse, the escorts are suddenly closing on the *Kuun-Lan* in an attack formation.



OBJECTIVE 3:
RESEARCH INFECTION

MISSION 4

Whatever happened to the research module must have spread to the other ships. You have no choice but to deal with them as hostiles. Get a research team studying the tapes, and stay away from the research module at all costs.



RESEARCH ON THE STRANGE INFECTION CAN BE FOUND UNDER THE ENGINEERING MODULE.

Open the Research Manager and begin study of the Infection Organism. When the research is done, the mission objective is complete.

NEW RESEARCH: INFECTION ORGANISM

This research, listed under the Engineering Module, informs your fleet about the nature of the Beast.



OBJECTIVE 4: PROTECT THE KUUN-LAN

Destroy any infected ships that attack while you review the tapes to learn more about what happened to the *Clee-San*. However, stay away from the research module because it'll probably infect anything that gets near it.

The first priority is to replace the ships lost with the *Clee-San*. Build as many ACVs or Acolytes as your Command Ship can support and move them toward the infected module (but no farther than the resource field).

PART III: MISSION WALKTHROUGHS

CAUTION

MAKE SURE YOUR WORKERS DON'T BUMBLE INTO THE BEAST'S RESOURCE FIELD BEFORE YOU'VE ESTABLISHED A PRESENCE THERE. THIS CAN HAPPEN IF YOU STARTED RESOURCING PROMPTLY UPON ARRIVAL AND THE WORKERS HAVE AUTOMATICALLY HEADED OUT FOR THE NEXT AVAILABLE FIELD. KEEP THEM DOCKED FOR NOW.

KILLING FORMER COMRADES IS NEVER EASY, BUT IT'S WHAT YOU MUST DO WITH THIS FIRST WAVE OF BEAST STRIKE SHIPS.

Your first encounter is with the infected former members of your fleet. You have no choice but to pulverize them.



TIP

TO HELP YOU KEEP AN EYE ON THE BEAST, PLACE A RECON WITHIN SENSOR RANGE OF THE INFECTED MODULE.

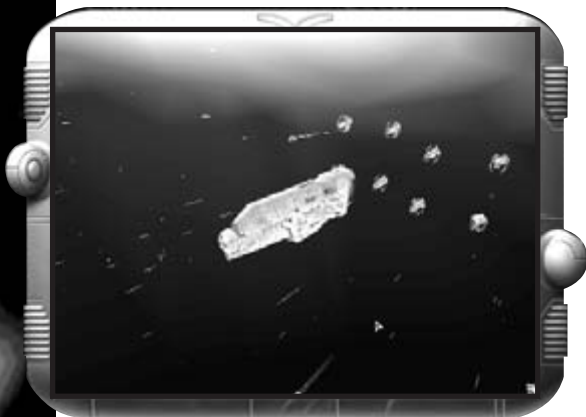


CLAIM THE RESOURCE FIELD BY GUARDING IT WITH YOUR ACVs. IF A BEAST WORKER VENTURES IN, KILL IT IN SPHERE FORMATION.

MISSION 4

Next, advance your strike teams into the resource field near the infected module. Beast Workers have already begun exploiting the resources here. Attack each Worker in Sphere formation and establish control over the field. Send in your own Workers as soon as possible, and bring your Command Ship into reasonably safe proximity to the field (to hasten harvesting).

CAUTION
DON'T LET THE WORKERS DRAW THE ACVs BACK TOWARD THE INFECTED MODULE OR THEY'LL MEET THE SAME FATE AS THEIR PREDECESSORS. EVEN IF YOU DON'T ATTRACT AN INFECTION BEAM, GETTING TOO CLOSE TO THE INFECTED MODULE MAY CAUSE IT TO SHIFT CLOSER TO THE RESOURCE FIELD. HOW MUCH CLOSER? IT CAN SHIFT TO INFECTION BEAM RANGE, PREVENTING ANY FURTHER HARVESTING.



THIS CAN'T BE GOOD. YOU CAN'T HANDLE THAT PIRATE FLEET. PLUS, THEY DON'T BELIEVE YOUR WARNING ABOUT THE BEAST.

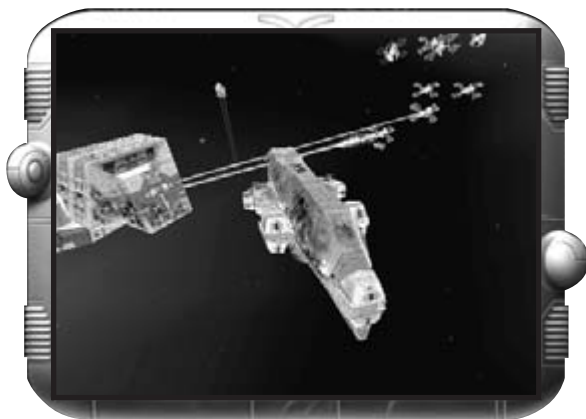
lies. The consequences are predictable as the Beast adds several powerful ships to its fleet.

Soon, a fleet of Raiders emerges from hyperspace near the *Clee-San* and the infected module. Your warnings are seen as little more than pathetic

TIP

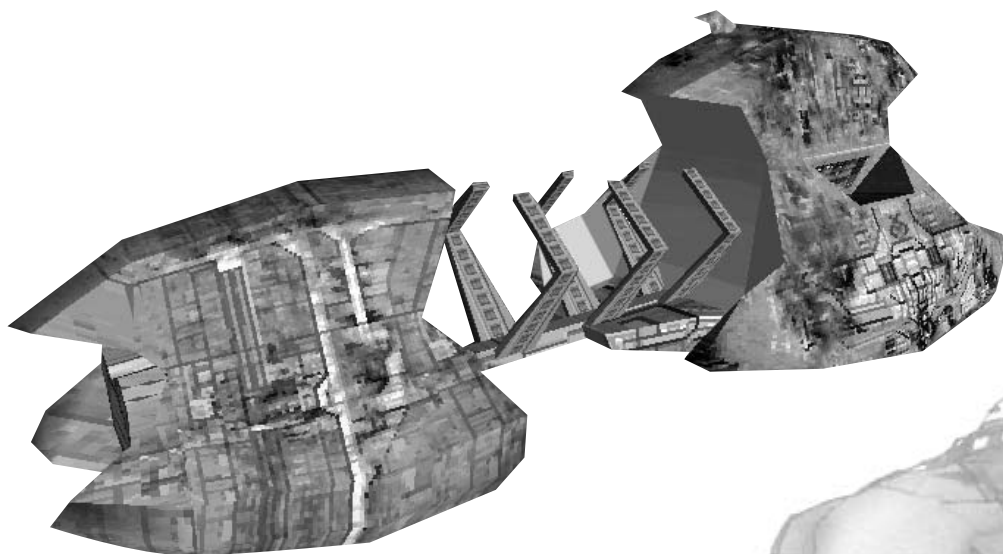
EVEN AFTER THE ARRIVAL OF THE PIRATES, YOU SHOULD STILL HAVE TIME TO FINISH HARVESTING THE RESOURCES NEAR THE BEAST SHIPS. ONCE THE RAIDERS' SHIPS HAVE BEEN INFECTED BY THE BEAST, HOWEVER, IT'S DEFINITELY TIME TO GO.

PART III: MISSION WALKTHROUGHS



WITH THAT HEAVY CRUISER ON IT'S SIDE, YOU SHOULD WANT NO PART OF THE BEAST. GET OUT OF HERE.

So powerful, in fact, that discretion is clearly the better part of valor. Take all you can from the resource field and, when you're ready, flee into hyperspace.



MISSION 4

MISSION 5: AIOWA SYSTEM

ON ITS FACE, THIS MISSION IS ABOUT TOUGH CHOICES. BY NOW, YOU SHOULD BE MANAGING A FLEET OF MAXIMUM SIZE, AS MANY SHIPS AS YOUR COMMAND SHIP CAN SUPPORT. THE DEMANDS OF THIS MISSION WILL STRETCH YOUR FORCES WIDELY, OBLIGING YOU TO PROTECT SEVERAL FAR-FLUNG LOCATIONS AT ONCE WHILE HOLDING OFF AN ENEMY OF GREATER SIZE AND POWER. WITH A LITTLE STRATEGY AND FORESIGHT, HOWEVER, YOU CAN MINIMIZE THIS DISADVANTAGE AND, TO AN EXTENT, USE IT TO YOUR TACTICAL ADVANTAGE.

OBJECTIVES

1. Intercept the Bentusi Trading Station
2. Protect the Bentusi Trading Station
2. Protect the *Caal-Shto*
3. Destroy the Beast Fleet
5. Build Advanced Engineering Module

RESEARCH

- ☉ Support Systems
- ☉ Micro-Ship Construction

NEW BUILDS

- ☉ Advanced Engineering Module
- ☉ Support Module
- ☉ Sentinel

THE BEAST SHIPS

- ☉ Acolyte
- ☉ Ion Array Frigate
- ☉ Interceptor
- ☉ Ramming Frigate
- ☉ Heavy Cruiser
- ☉ Attack Bomber
- ☉ Heavy Corvette
- ☉ Carrier
- ☉ Worker



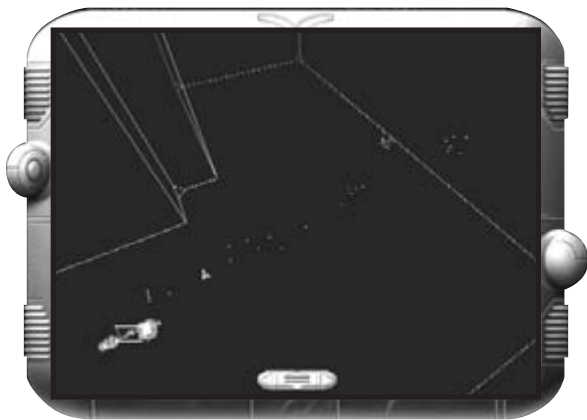
WALKTHROUGH



OBJECTIVE 1: INTERCEPT THE BENTUSI TRADING STATION

Send out a Recon to intercept the Bentusi trading station. We advise you to do some housekeeping before starting your mission.

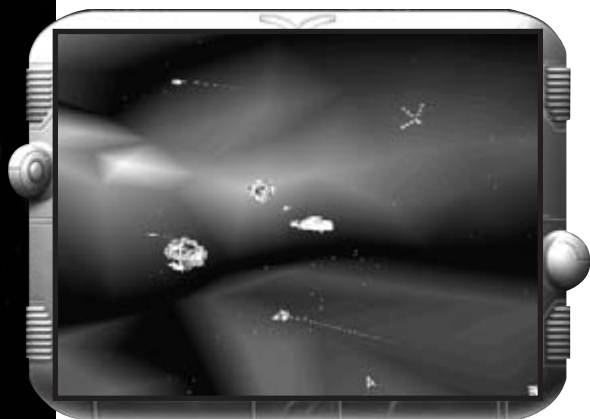
Locating the Bentusi trading station is the trigger for all the events of this mission, so take the opportunity to gather the astonishing quantity of resources in your vicinity.



A RESOURCE FIELD IS HIDDEN JUST OUTSIDE YOUR EXPLORED SPACE. THIS IS THE BEAST'S BACK-UP SUPPLY SOURCE, SO DRAIN IT NOW FOR YOUR OWN BENEFIT AND THE STRATEGIC ADVANTAGE IT WILL LATER IMPART.

Gobbling up the goodies isn't just good monetary policy; it makes strategic sense. Positioned between you and the Beast fleet, just outside of your current explored space, is a resource field. When the Beast's primary field is spent, it'll turn to this field for resources. If, however, you've already consumed the resources, the Beast loses its ability to build.

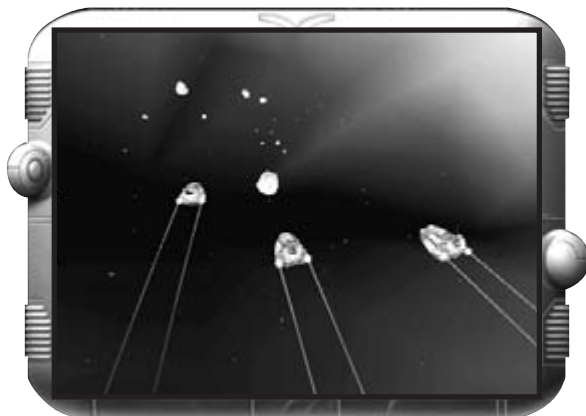
To find this field and exploit it efficiently, assign all of your ships, including the *Kuun-Lan*, to guard your Workers as you send them about 50 km toward bearing 115.



WANDERING TOWARD THE BEAST FLEET IS DANGEROUS. KEEP YOUR SHIPS ON A TIGHT LEASH AND CONCENTRATE ON HARVESTING.

Don't stray from this area while harvesting. If the Beast enters your sights, it triggers you to prepare for battle. As long as you don't see the enemy and it doesn't see you, you can harvest in peace.

WHEN THE FIELD IS EXHAUSTED, MOVE BACK TO YOUR STARTING POSITION AND CHEW UP THOSE HUGE ASTEROID FIELDS.



After you've stripped the field for all it's worth, return to your starting point and get to work on the fields there. When all the resources are gone, dock your Workers.

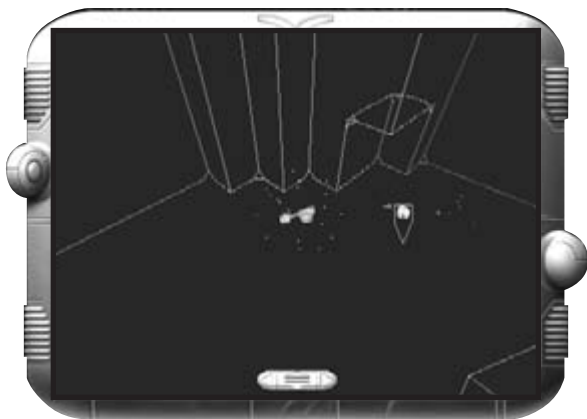
CAUTION

IF YOU DON'T DOCK THE WORKERS, THEY'LL PROBABLY GO IN SEARCH OF MORE RESOURCES. THIS WILL BRING THEM INTO DIRECT CONTACT WITH THE BEAST AND CAUSE A LOT OF TROUBLE FOR YOU.

Now, with a killer bank balance, you can get to work on the objective. Build a couple of large ACV squads (as many as your Command Ship can support) and set them to guard the *Kuun-Lan*.



PART III: MISSION WALKTHROUGHS

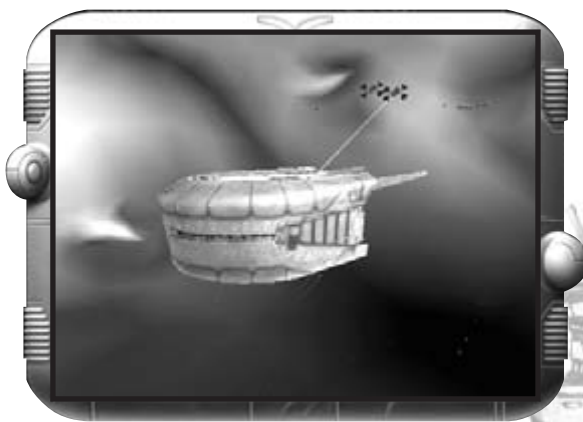


MOVE YOUR COMMAND SHIP TOWARD THE BEACON. KEEPING THE *KUUN-LAN* NEAR—BUT NOT IN—THE BATTLE MINIMIZES THE STRETCHING YOU’LL HAVE TO DO TO PROTECT ALL OF YOUR RESPONSIBILITIES.

Next, send a Recon toward the beacon marking the Bentusi Exchange. Follow at a distance with your Command Ship and its escorts. The *Kuun-Lan* should anchor near—but again, not too near—the Bentusi Exchange (about 25 km).

The Recon should quickly achieve visual contact with the Bentusi.

THE BENTUSI ARE UNDER SIEGE. THEY’RE HOLDING THEIR OWN, BUT IT CAN’T HURT TO CONTRIBUTE. JUST NOT YET.



Unfortunately, the Beast has arrived first. The Bentusi are under siege from several Ion Array Frigates and Acolytes. When the Recon has arrived near the Exchange, the objective is complete.



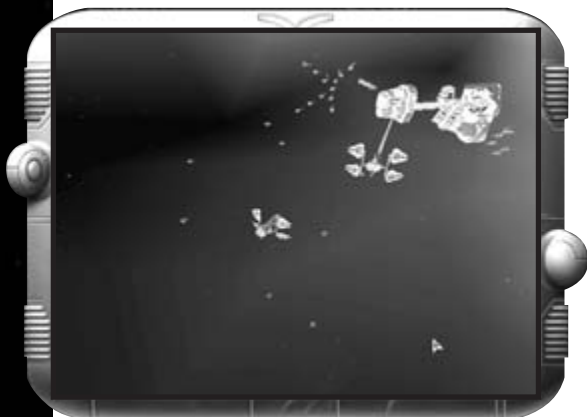
OBJECTIVE 2:
PROTECT THE BENTUSI TRADING STATION

You receive word of an incoming Beast attack fleet at bearing 075. Before committing ships to defending the Bentusi, you must fend off this attack.

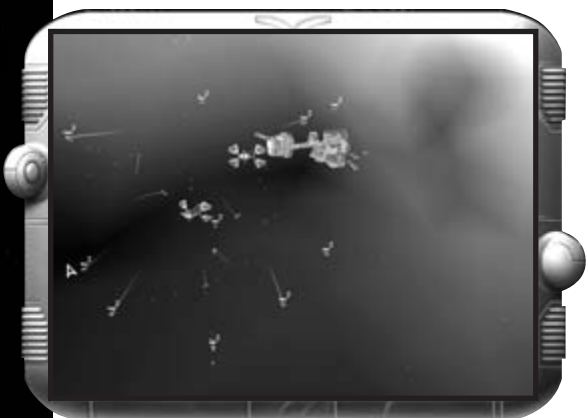
MISSION 5

TIP

THE SAD TRUTH IS THAT THE BENTUSI ARE DOOMED. SORRY TO SPOIL THE SURPRISE, BUT THIS IS A STRATEGY GUIDE AFTER ALL. THIS OBJECTIVE CAN'T BE COMPLETED. THUS, YOU MAY WANT TO AVOID PLACING YOUR SHIPS IN HARM'S WAY UNTIL ABSOLUTELY NECESSARY BY WITHHOLDING YOUR AID UNTIL THE HIGARAN FLEET ARRIVES TO ASSIST.



First to arrive are a team of Acolytes; no problem! This easily quelled assault is followed by a much larger one: Acolytes and Ion Array Frigates.



BEFORE YOU CAN PROTECT THE BENTUSI, YOU MUST VAPORIZE A LARGE ATTACK ON YOUR COMMAND SHIP.

CAUTION

YOU CAN'T SALVAGE BEAST SHIPS. IF YOU TRY, YOUR WORKERS WILL ACQUIRE THE BEAST INFECTION THE INSTANT THEY MAKE CONTACT WITH AN INFECTED SHIP.

LET THE *KUUN-LAN* HANDLE THE FIGHTERS WHILE YOUR ACVs POUND THE ION ARRAY FRIGATES IN SPHERE FORMATION.

PART III: MISSION WALKTHROUGHS

Wait for this wave to reach the firing range of the Command Ship. Then, focus all fire on the Ion Array Frigates with ACVs in Sphere formation. The Command Ship will take care of the buzzing Acolytes.

TIP

THE BEAST SHIPS SEEM TO BE COMING FROM AN AREA OF UNEXPLORED SPACE NEAR THE BENTUSI EXCHANGE. SEND A MIMIC, DISGUISED AS A BEAST ACOLYTE, TOWARD BEARING 345 (FROM THE START POINT) TO ILLUMINATE THE SOURCE OF THE BEAST ATTACK. YOU'LL FIND THAT THE SOURCE IS A CARRIER NEAR A DWINDLING FIELD OF RESOURCES.

DISPATCHING A MIMIC REVEALS THE STRENGTH AND LOCATION OF THE BEAST FLEET.

This objective will be ongoing until the Beast threat subsides or the Exchange falls.



OBJECTIVE 3: PROTECT THE CAAL-SHTO

THE HIIGARAN REINFORCEMENTS HAVE ARRIVED.
IT'S NOW SAFE TO AID THE BENTUSI.

You're no longer alone in this fight. The carrier *Caal-Shto* has arrived with a small armada that will substantially even the odds with the Beast. Still, the *Caal-Shto* and the Bentusi station need the support of at least one strong wing of ACVs.



MISSION 5



Now that there's some cover, you can send some help to the Bentusi.

NOTE

YOU'LL NEED TO PREVENT THE *CAAL-SHTO*'S DESTRUCTION UNTIL THE BEAST IS DEFEATED. THIS DOESN'T REQUIRE MUCH ATTENTION FROM YOUR SHIPS AT THIS POINT; PULL BACK IF YOU SEE THE *CAAL-SHTO* BEING SWARMED BUT, OTHERWISE, STICK WITH THE BENTUSI.



OBJECTIVE 2, CONTINUED: PROTECT THE BENTUSI TRADING STATION



STAY CLOSE TO THE EXCHANGE AND THE BENTUSI WILL COVER YOU FROM STRIKE CRAFT ATTACK, LEAVING YOU FREE TO FOCUS FIRE ON THE FRIGATES.

Largely ignore the strike craft attacking the Exchange; if you stay with the Exchange's ion beam range, it'll take care of all the small craft for you. Instead, attack any Ion Array Frigates in Sphere formation.

IT WAS WRITTEN IN THE CARDS. YOU CAN'T PREVENT THIS DISASTER.



PART III: MISSION WALKTHROUGHS

The Beast Heavy Cruiser will eventually, no matter what you've done, penetrate into firing range of the station and pound it with the infection beam. The Bentusi, however, sense the infection and defend themselves the only way they can, by self-destructing.

This mission objective, though failed, is now complete.



OBJECTIVE 4: DESTROY THE BEAST FLEET



THE HEAVY CRUISER IS ALL BUT DEAD. FLOOD IT WITH FIRE IN SPHERE FORMATION.

The explosion of the Bentusi Exchange vaporized most of the Beast fleet and left the Beast Heavy Cruiser near death. Encircle it with ACVs in Sphere formation and polish it off, concentrating on destroying the Beast Heavy Cruiser before it can infect your ships.

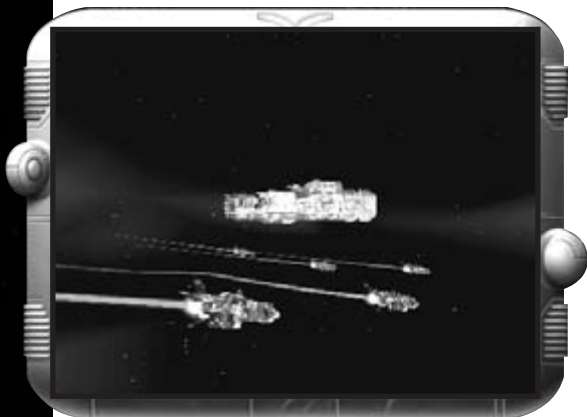
NEW RESEARCH: SUPPORT SYSTEMS

Researching this topic allows you to expand your fleet by increasing the *Kuun-Lan's* support crews. The larger your support system, the more ships you can maintain. For more information, see "Research and Technology Tree."

NOTE

OTHER THAN THE HEAVY CRUISER, THE CARRIER IS THE ONLY VESSEL THAT CAN FIRE THE INFECTION BEAM.





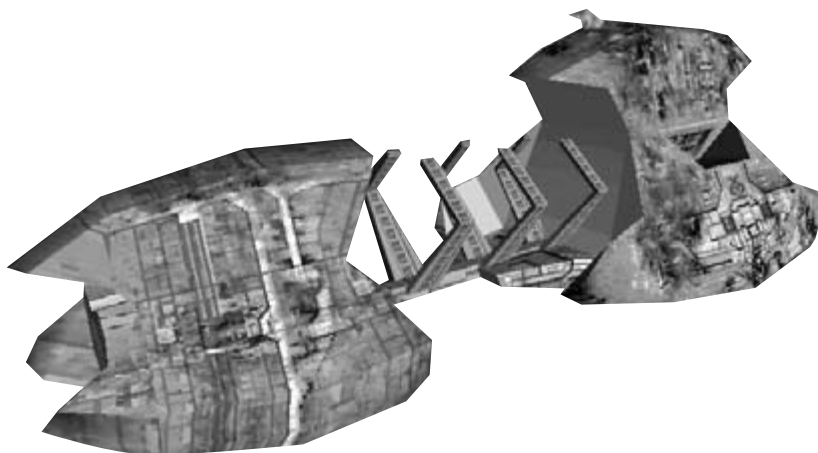
THE LAST GASPS OF THE BEAST CARRIER COME IN THE FORM OF HEAVY AND MULTIGUN CORVETTES.

Skirmish with the teams of Heavy and Multigun Corvettes patrolling from the Beast carrier. Don't let the Ramming Frigate get anywhere near your Command Ship or the *Caal-Shto*.

TIP

TO BATTLE THE RAMMING FRIGATE, SET YOUR ACVs TO EVASIVE TACTICS AND TARGET THE FRIGATE IN SPHERE FORMATION. IF THE RAMMER DOES GET AHOLD OF ONE OF YOUR FIGHTERS, CONSIDER SCUTTLING IT IF IT'S ALREADY HEAVILY DAMAGED; THE SELF-DESTRUCTION BLAST WILL SERIOUSLY DAMAGE THE FRIGATE.

After these battles, survey the remaining Beast forces. If you drained the resource field, there should be little left but the carrier and some Workers.



PART III: MISSION WALKTHROUGHS



GO FOR THE CARRIER IN CLAW FORMATION.

Finally, gear up for an assault on the Carrier. Group ACVs into two groups of 12 or more ships. Both groups should target the Carrier in Claw formation (not Sphere) using Aggressive Tactics.

THE HORROR! SOME OF YOUR ACVs ARE
INFECTED DURING THIS FINAL ASSAULT.
KEEP THEM OUT OF THE BEAST'S HANDS BY
SCUTTLING THEM.



It's very likely that your attack fleet will be struck by an infection beam, turning some of your ships against their comrades.

MISSION 5

TIP

THERE'S A TRICK TO DEALING WITH INFECTED SHIPS IN YOUR FLEET, BUT IT TAKES PRACTICE. WHEN THE BEAM STRIKES A SHIP, THE VESSEL WILL TWIST IN SPACE FOR A MOMENT, SEETHING WITH ELECTRICAL CHARGE. DURING THIS TIME, YOU STILL TECHNICALLY HAVE CONTROL OVER THE SHIP. WHEN THE SHIP TURNS RED, IT'S NO LONGER YOURS TO COMMAND.

WHILE THE SHIP IS ABSORBING THE INFECTION, BAND-SELECT IT AND ORDER IT TO SELF-DESTRUCT (BY PRESSING **[Shift]** **[S]** TWICE QUICKLY). DON'T SIMPLY LEFT-CLICK ON THE SHIP OR YOU'LL SELECT THE ENTIRE GROUP.

AT FIRST, YOU MAY HAVE TO PAUSE THE GAME TO AVOID ACCIDENTALLY SELECTING HEALTHY SHIPS. EVENTUALLY, HOWEVER, YOU'LL BE ABLE TO ISOLATE THE CORRECT SHIPS WITHOUT PAUSING—ABOUT THE SAME TIME YOU LEARN TO FOCUS FIRE ON A SINGLE TARGET WHILE THE GAME IS MOVING.

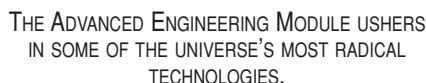
WHEN YOU THINK ABOUT IT, THIS REALLY IS THE NOBLEST WAY FOR YOUR INFECTED COLLEAGUES TO GO.

When the carrier is engaged, it spews forth its last batch of Heavy Corvettes, Missile Corvettes, and ACVs before jumping into hyperspace. As soon as the smaller ships are launched, abandon the attack on the carrier, switch to Claw formation and focus on the strongest corvettes.



THE CARRIER'S PARTING SHOT AS IT JUMPS OUT OF DANGER COMES AS A BATCH OF CORVETTE-CLASS FIGHTERS.

The objective is complete when all Beast ships are destroyed.



MISSION 5

This research module opens the way to construction of myriad state-of-the-art ships and upgrades. See “Research and the Technology Tree” for details.

This research, courtesy of the Advanced Engineering Module, allows building of the tiny but powerful Sentinels. See “Research and the Technology Tree” for more details.

If you haven't already done so, harvest any remaining resources in the area. When you're ready, you may end the mission.

MISSION 6: NEBULA

PREPARE FOR A WILD RIDE. GETTING THE CAAL-SHTO TO SAFETY WILL BE NO PICNIC AS YOU GUIDE IT BLINDLY THROUGH THIS NEBULA. THE IMPERIALS DON'T KNOW YOU'RE HERE BUT THAT DOESN'T MEAN YOU WON'T RUN INTO SOME IN THE DARK INTERSTELLAR CLOUDS. JUST MAKE SURE ANY THAT SEE YOU DON'T LIVE TO TELL ABOUT IT. GET THE CAAL-SHTO THROUGH TO THE END WITH DILIGENT DEFENSE AND THE HELP OF A NEW SHIP THAT LITERALLY SUCKS THE LIFE OUT OF ITS TARGETS.



OBJECTIVES

1. Explore the Taiidan Base
2. Scout NAV Points
3. Escort and Protect the *Caal-Shto* with Command Ship
4. Destroy Taiidan Minelayers
5. Destroy Heavy Cruiser and Escort
6. Research Phased Telemetry

RESEARCH

- ☉ Force Field Level 1
- ☉ Frigate Drive
- ☉ Phased Telemetry

NEW BUILDS

- ☉ Armor Module
- ☉ Hive Frigate
- ☉ Leech

TAIIDAN IMPERIALIST SHIPS

- ☉ Interceptor
- ☉ Minelayer Corvette
- ☉ Heavy Cruiser
- ☉ Defender

WALKTHROUGH



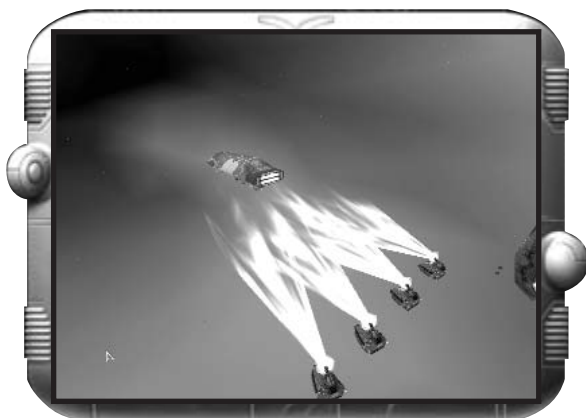
OBJECTIVE 1: EXPLORE THE TAIIDAN BASE

You need to know what the Taiidan base has at its disposal. Send a Recon to explore the base and any activity near it.

Now you can take care of this mission's basic hardware requirements. Build Support Modules to the extent you can afford. Then, be sure you begin with all of the following:

1. A group of 18 or more ACVs
2. Two groups of Acolytes, at least 12 ships each
3. One Recon
4. One Mimic
5. A Processor

Immediately start building any of these ships not already in your fleet. You may need to build more than these in the end, but this should be plenty for an average player.



REPAIR THE *Caal-Shto* WITH YOUR WORKERS
SO IT WON'T DETONATE AT THE SLIGHTEST
ATTACK.

After starting to build the necessary units, your next priority should be repairing (at least partially) the *Caal-Shto*. It must be able to withstand *some* punishment if things go slightly awry. Once you've done that, however, the question arises: What do you do with your Workers?

Your Workers are a controversial subject. There are no asteroid fields in this mission, but there are ample resources. The sector is full of dust clouds and nebula ribbons that can be harvested. Unfortunately, these don't show up on your Sensors Manager so you must leave it to your Workers to find the resources automatically. This can be very dangerous: A Worker will follow a nebula ribbon to the front porch of the Imperial base without a second thought. The best way to avoid losing control of your Workers is to keep them docked and let the resources here go to waste.

Your Workers are, therefore, expendable in this mission. You can keep them around for repair work or simply tell them to tag along. Or, you could retire them to make room for more strike craft. You'll get back 60 percent of any retired ship's Resource Unit cost and you won't necessarily have to build any expensive Support Modules.

While you're building these basic ships, you'll be offered a chance to build an Armor Module.

NEW BUILD: ARMOR MODULE

The Armor Module is the home of all research pertaining to your ship's protective technology. Here you'll upgrade your basic ship armor and develop technology for more advanced defenses. See "Research and the Technology Tree" for details.

When the Armor Module is finished, immediately put it to work researching force field technology.

NEW RESEARCH: FORCE FIELD LEVEL 1

This technology creates a low-level force shield for the Sentinel. Groups of Sentinels can join together to project this field over any ship of your choosing. This weak shield can protect a ship from basic projectile weapons. See "Research and the Technology Tree" for details.

PART III: MISSION WALKTHROUGHS

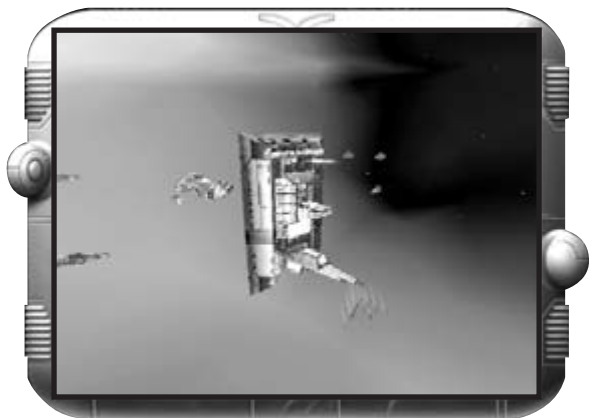


Send one Mimic (disguised as an Imperialist ship) toward the beacon at the Imperialist base (bearing 225, 90 km from the Command Ship). It automatically stops when the base is in view.

SEND A MIMIC, IN THE GUISE OF AN IMPERIAL INTERCEPTOR, TO SPY ON THE IMPERIAL BASE. THIS BIT OF ESPIONAGE GIVES YOU WARNING ALARMS WHEN SPY WINGS LEAVE THE BASE BOUND FOR YOUR LOCATION.

CAUTION

ONCE THE BASE HAS BEEN SPOTTED, YOU CAN EXPECT TO SEE FREQUENT STRIKE CRAFT SQUADS RANDOMLY SEARCHING THE NEBULA. THESE WILL CONTINUE REGULARLY UNTIL YOU REACH THE LAST NAV POINT.



SEEING THE IMPERIAL BASE CONVINCES YOUR SHIP'S COMMAND CREW THAT TODAY IS NOT THE RIGHT ONE FOR A FIGHT OF THIS SIZE. YOU'LL NEED TO SNEAK THROUGH THE NEBULA.

When you've seen the base, the objective is complete.

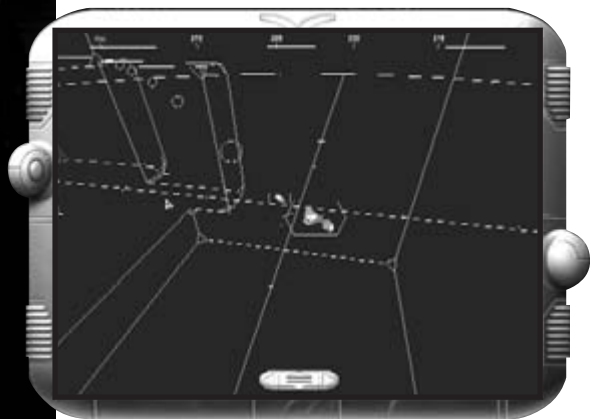


OBJECTIVE 2: SCOUT NAV POINTS

The next assignment is a tough one. The *Kuun-Lan* has established NAV points through the nebula to guide the blind *Caal-Shto*—the points are shown as beacons

MISSION 6

in your Sensors Manager. Unfortunately, the nebula prohibits long-range scanning to see if the NAV points are free of danger. You need to lead the convoy by sending a Recon ahead and checking each NAV point.



THE FIVE NAV POINTS ARE SHOWN AS BEACONS IN YOUR SENSORS MANAGER.

TIP

CLEARING A NAV POINT STARTS THE *Caal-Shto* MOVING TO IT. THEREFORE, DON'T SEND OUT THE RECONS UNTIL YOU'RE ABLE TO DEFEND THE FLEET.

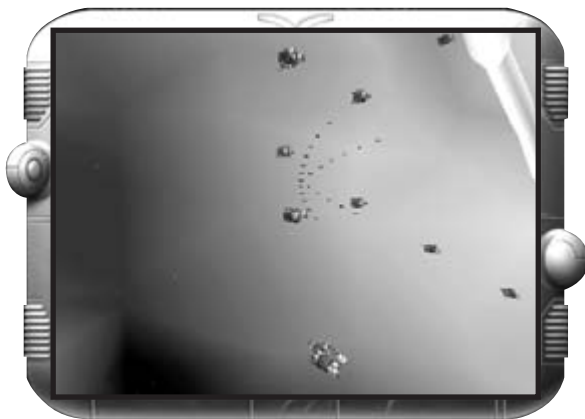
Before dispatching the Recon and starting this process, set up your defense of the convoy.

INTERCEPTOR TEAMS VISIT YOU CONSTANTLY AS YOU TRUDGE ACROSS THE NEBULA. MAKE SURE THEY DON'T SEE YOUR FLEET.



The Imperialist base doesn't know you're hidden in the nebula. If one of their Interceptor scouts gets close enough to see the *Kuun-Lan* or the *Caal-Shto* and it makes it back to the base alive, you'll have to bear the full brunt of the base's wrath. Thus, keep the Interceptors away from the Command Ship and the *Caal-Shto* and run down any that try to head back home.

PART III: MISSION WALKTHROUGHS



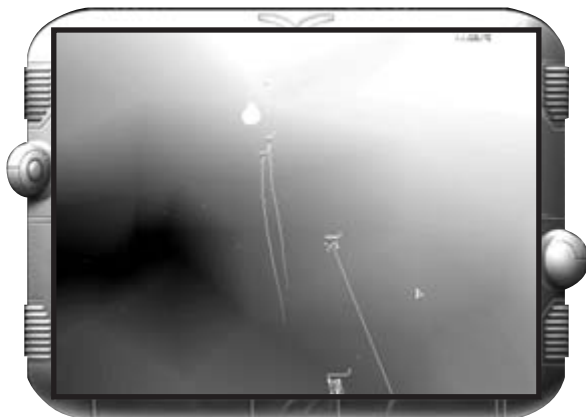
First, set your Command Ship to guard the *Caal-Shto* in Sphere formation; this keeps them moving together.

KEEP THE MIXED BAND OF FIGHTERS BETWEEN THE CONVOY AND THE BASE IN THE DISTANCE. IF YOU CAN VAPORIZE ANY INTERLOPERS BEFORE THEY EVEN REACH THE CONVOY, YOU CAN REST A LITTLE EASIER.

Group the large ACV force with one of the Acolyte groups. Place this combined group in Claw formation (Aggressive Tactics) and position it between the *Kuun-Lan* and the Imperial base. Later, as your convoy starts moving, you'll need to shift the position of your ACV/Acolyte wing to keep it between the base and your Capital Ships.

THIS PATROL IS INTENTIONALLY HUGE SO IT CAN QUICKLY AND EFFICIENTLY SNUFF OUT ANY VISITORS. DESTROYED SHIPS TELL NO TALES.

The ACVs should destroy any incoming Interceptors. The Acolytes' job is to run down and kill any that see the fleet and head home to tattle.



IF AN INTERCEPTOR DOES ESCAPE, THE ACOLYTES IN YOUR DEFENSE GROUP HAVE THE SPEED TO RUN IT DOWN BEFORE IT REACHES HOME.

TIP

KEEP A **PROCESSOR** NEAR YOUR **ACV** SQUADS TO REPAIR THEM BETWEEN DUST-UPS. BECAUSE **PROCESSORS** AUTOMATICALLY REPAIR ANY FRIENDLY SHIP THAT COMES NEAR THEM, THE EASIEST WAY TO USE IS TO ASSIGN THE **PROCESSOR** TO GUARD THE ATTACK GROUP.

Now, assign the other Acolyte group to guard the Recon. Direct the Recon to the first NAV point to see what's out there.

TIP

DON'T SEND YOUR **RECONS** ALL THE WAY TO EACH **NAV** POINT. NOT SURPRISINGLY, MANY OF THE **NAV** POINTS HAVE HAZARDS NEARBY. IF YOU DIRECT YOUR **RECON** TO GO ALL THE WAY TO THE **NAV** POINT, IT MAY ATTRACT UNWANTED ATTENTION.

There are *five* NAV points to check. The mission is complete when you've scouted all of them. Meanwhile ...



OBJECTIVE 3:
ESCORT AND PROTECT THE
CAAL-SHTO WITH **COMMAND SHIP**



THE **CAAL-SHTO** AUTOMATICALLY BEGINS MOVING WHEN THE FIRST **NAV** POINT IS CLEARED.

When the Recon reaches the first NAV point, the *Caal-Shto* begins to move. If you haven't already ordered the Command Ship to guard the *Caal-Shto* in Sphere formation, do so now.

PART III: MISSION WALKTHROUGHS

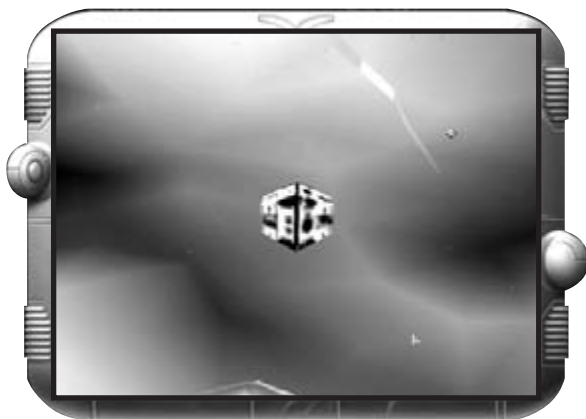
Don't forget to reposition your ACV/Acolyte strike teams to keep them between the convoy and the Imperialist base.

This mission objective is ongoing and is satisfied only when the *Caal-Shto* is safely into the slipgate at the other end of the nebula.



OBJECTIVE 4: DESTROY TAIIDAN MINELAYERS

Send your Recon *toward* the second NAV point. Here you'll find a large matrix of mines. Pull your Recon back and order its Acolyte escort to assume Evasive Tactics. Target the mines individually with the Acolytes and select each successive mine until all are cleared.



THESE MINES MUST BE CLEARED BEFORE THE
Caal-Shto ARRIVES.

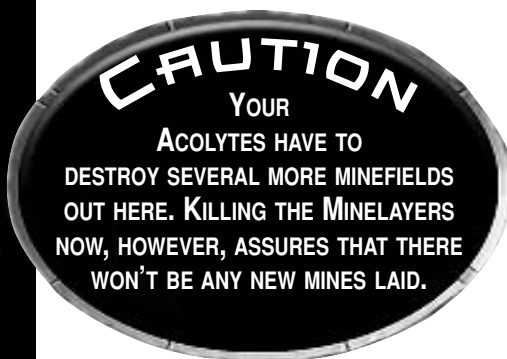
Next, link these Acolytes to form ACVs (and adjust them to Aggressive Tactics) and target the Minelayer Corvettes before they put down any more mines. When they and their Defender escort have been extinguished, you should unlink your ACVs and downshift the resulting Acolytes to Evasive Tactics.

PUNCTURING THE MINELAYER CORVETTES REQUIRES
THE ENHANCED FIREPOWER OF THE ACV. DON'T
FORGET TO SWITCH TO AGGRESSIVE TACTICS.

Reestablish the Acolyte group as the Recon's escort and move onto the third NAV point.



MISSION 6



NEW RESEARCH: FRIGATE DRIVE

Frigate Drive research allows you to build—what else?—frigates. You'll need these larger ships very soon, so start this research immediately. See "Research and the Technology Tree" for more details.

Continue through the next two NAV points in the same manner: Send in the Acolytes to clear the mines and then scout ahead with the Recon.

NEW BUILD: HIVE FRIGATE

The Hive Frigate is the first frigate-class ship available. This large combat ship can either fire its forward guns or release a cloud of swarming drones. It's most effective against single-gun ships and strike craft. See "Taiidan and Turanic Fleets" for more details.



Now that you're past the Imperial base, keep the ACV/Acolyte group about 25 km behind the *Kuun-Lan* at all times.

POSITION THE ACV/ACOLYTE TEAM BEHIND THE ADVANCING *KUUN-LAN* AND *CAAL-SHTO*.

If you haven't cornered and killed the Minelayers by now, get a move on. Time's running out.



OBJECTIVE 5: DESTROY HEAVY CRUISER AND ESCORT

The Heavy Cruiser is blocking your exit path from the nebula. It and its fleet must be destroyed. Eventually, you come into range of NAV point five. This time, make an exception and move your Recon directly onto the NAV point.



HIS HEAVY CRUISER IS MORE THAN YOUR FLEET CAN HANDLE RIGHT NOW. YOU'LL HAVE TO DO SOME RESEARCH.

As the Recon pulls into visual range, it automatically stops when it spies the Heavy Cruiser with a staggering sphere of Defender escorts.

You haven't the firepower for this battle. As you ponder how to satisfy this objective, you get your next one.



OBJECTIVE 6: RESEARCH PHASED TELEMETRY

Your only hope to kill that Heavy Cruiser lies in the quick development of Leeches: Ships designed to clandestinely kill a ship by sucking it dry. This technology can be researched in the Advanced Engineering Module.

NEW RESEARCH: PHASED TELEMETRY

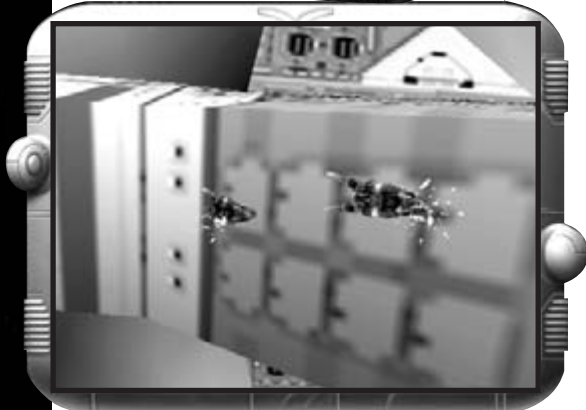
Phased Telemetry is a necessary technology if you want to build Leeches. See "Research and the Technology Tree" for more details.

The first step is to *instantly* begin research into Phased Telemetry, a technology required for building Leeches.

NEW BUILD: LEECHES

Leeches are micro-ships that feature a gruesome attack. These covert drones can't be detected by standard sensors and can act on their target in three ways. First, they can vent a ship, draining its material into space without the ship's knowledge. Second, they can leech a ship, converting stolen material into usable Resource Units and returning them to your fleet. Finally, they can spy, attaching themselves to an enemy hull to give you a window into otherwise unseeable areas. Enemies equipped with Advanced Sensors or stationed near Proximity Sensor arrays can detect—and attack—the Leeches.

The instant the research is done, build 12 Leeches.

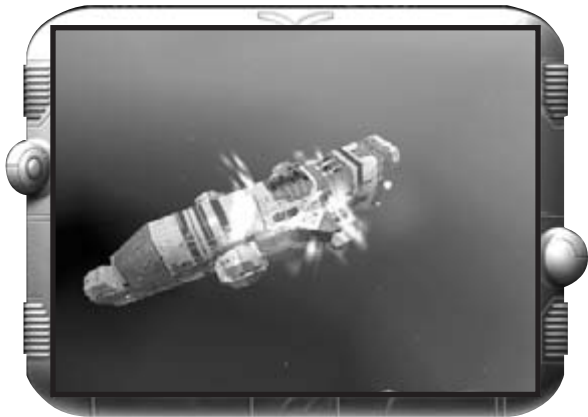


GET AS MANY LEECHES AS POSSIBLE ONTO THE HULL OF THE HEAVY CRUISER.

As the Leeches come off the line, assign them to vent the Heavy Cruiser. The more Leeches you use, the faster the process is.

Meanwhile, send the Acolyte team to flush out the mines in front of the Heavy Cruiser.

PART III: MISSION WALKTHROUGHS

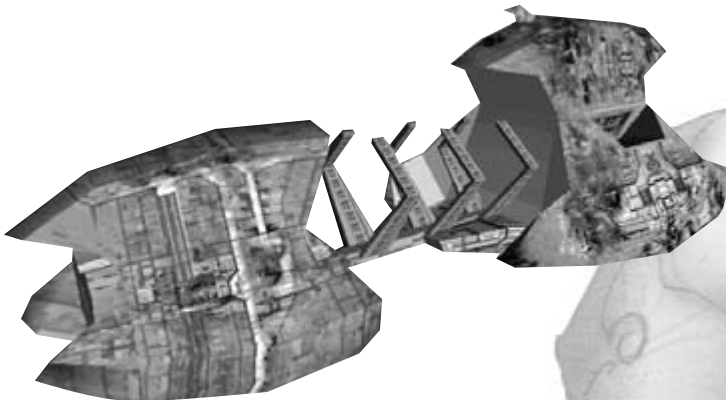
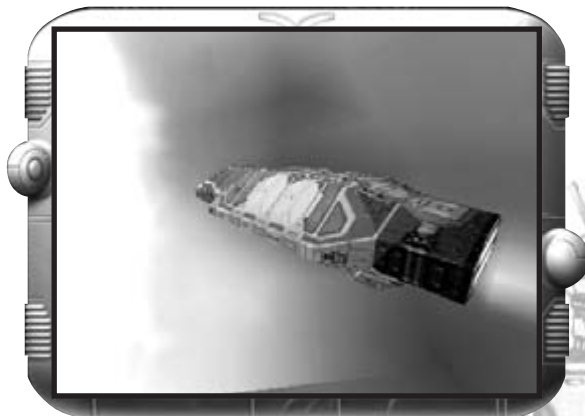


AS THE HEAVY CRUISER STARTS TO VENT
FLAMES FROM THE LEECHES' DAMAGE, BRING IN
YOUR STRIKE CRAFT TO SWARM OVER THE
DEFENDERS.

Finally, as the *Caal-Shto* approaches the Heavy Cruiser, bring all of your strike craft forward to dogfight with the Defenders. At some point before or as they arrive, the Heavy Cruiser detonates, leaving the Defenders with nothing to defend.

ONCE THE *Caal-Shto*'S BOW DISAPPEARS INTO THE
SLIPGATE, YOU MAY PROCEED TO THE NEXT MISSION.

Finally, cover the *Caal-Shto* as it
enters the slipgate outside the nebula.
When the carrier is safely away, the
mission is complete.



MISSION 6

MISSION 7: RESCUE CONVOY

THINGS ARE ABOUT TO GET A LITTLE HAIRY. UNLIKE THE BATTLES YOU'VE WON SO FAR, THIS ONE DEMANDS NIMBLE COMBAT TECHNIQUE AND WIDE DISTRIBUTION OF A VERY LARGE FORCE. START CONSTRUCTION IMMEDIATELY AS DESCRIBED BELOW AND YOU'LL BE READY FOR THE FRANTIC FOUR WAVES OF BEAST CRUISE MISSILES—FEAR-SOME FIGHTER-SPEED WEAPONS THAT PACK AN INSTANTANEOUS BEAST INFECTION.



OBJECTIVES

1. Investigate Mayday Signal
2. Protect Convoy from Beast

RESEARCH

- ⦿ Armor Level 2
- ⦿ EMP Weapon
- ⦿ Quantum Explosive Charge

NEW BUILDS

- ⦿ None

THE BEAST SHIPS

- ⦿ Cruise Missile
- ⦿ Interceptors

WALKTHROUGH



OBJECTIVE 1: INVESTIGATE MAYDAY SIGNAL

Before you begin, start your builds and then pause to get things organized; this one's gonna be wild.

NEW RESEARCH: ARMOR LEVEL 2 AND QUANTUM EXPLOSIVE CHARGE

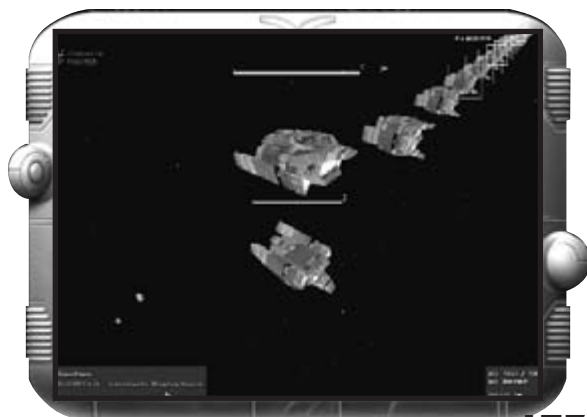
Higher-level armor can be affixed to all ships with a simple upgrade, substantially reducing damage from missiles, kamikaze attacks, and proximity explosions.

The Quantum Explosive Charge adds some real punch to Mimics' and MCVs' kamikaze attacks. When the ship strikes its target, a massive explosive charge is detonated, inflicting damage far beyond the force of the ship itself.

For more information, see "Research and the Technology Tree."

Although you probably won't have time to upgrade your ships during this mission, begin research into upgraded ship armor.

Enter the Build Manager and add as many Support Modules as you can afford. To make even more room, retire any ships you won't need: Mimics, Leeches, Sentinels, and Hive Frigates are of no use here.



YOUR ACVs ARE TOO SLOW TO RELIABLY FIGHT THE BEAST CRUISE MISSILES; UNLINK THEM TO MAKE A SWARM OF ACOLYTES.

Next, unlink your ACVs (to form double the number of Acolytes). Build enough new Acolytes to bring your total Acolyte count to 54. You'll only need about 36 of these (six groups of six) for the first two assaults.

TIP

YOU'LL EVENTUALLY WANT TO START BUILDING 18 NEW ACVs. THESE WILL BE USED AS ESCORTS FOR THE FINAL TWO ATTACK WAVES.

Divvy up your Acolytes into *nine groups of six* and assign them group numbers.

Set your Workers to their task. There's a staggering quantity of resources in this sector, so you might as well get started.

TIP

IF YOU HAVEN'T ALREADY BUILT A PROCESSOR, DON'T. WHEN CRUISE MISSILES TARGET YOUR SHIPS, THE PROCESSOR IS THE FIRST THING THEY GO FOR. ONCE INFECTED, IT'LL TAKE QUITE A BIT OF TIME FOR YOU TO BREACH ITS DISEASED HULL AND SEND IT TO ITS MAKER. THIS IS A DISTRACTION YOU DON'T NEED.

BECAUSE YOU CAN'T RETIRE PROCESSORS, YOUR ONLY CHOICES ARE TO KEEP IT OR SCUTTLE IT NOW.

PROBABLY BEST TO USE IT AND HOPE NOTHING BAD HAPPENS RATHER THAN THROWING AWAY YOUR INVESTMENT.

IF A PROCESSOR DOES BECOME INFECTED, ACT QUICKLY TO SCUTTLE THE CRAFT BEFORE IT LEAVES YOUR CONTROL. OTHERWISE, YOU'LL HAVE TO USE OTHERWISE-OCCUPIED SHIPS TO BLAST IT TO PIECES.

Now it's time to check out that distress call. Send your Recon toward it (60 km at bearing 215).



**OBJECTIVE 2:
PROTECT CONVOY FROM THE BEAST**

PART III: MISSION WALKTHROUGHS



As the Recon pulls within scanner range, you learn what you must do: Protect a convoy from multiple waves of Beast infestation missiles. A Taiidan Republican (they're good guys, by the way) convoy of unarmed ships full of colonists is being targeted by Beast Cruise Missiles.

THIS REPUBLICAN COLONIST CONVOY NEEDS YOUR PROTECTION A MISSILE ATTACK.

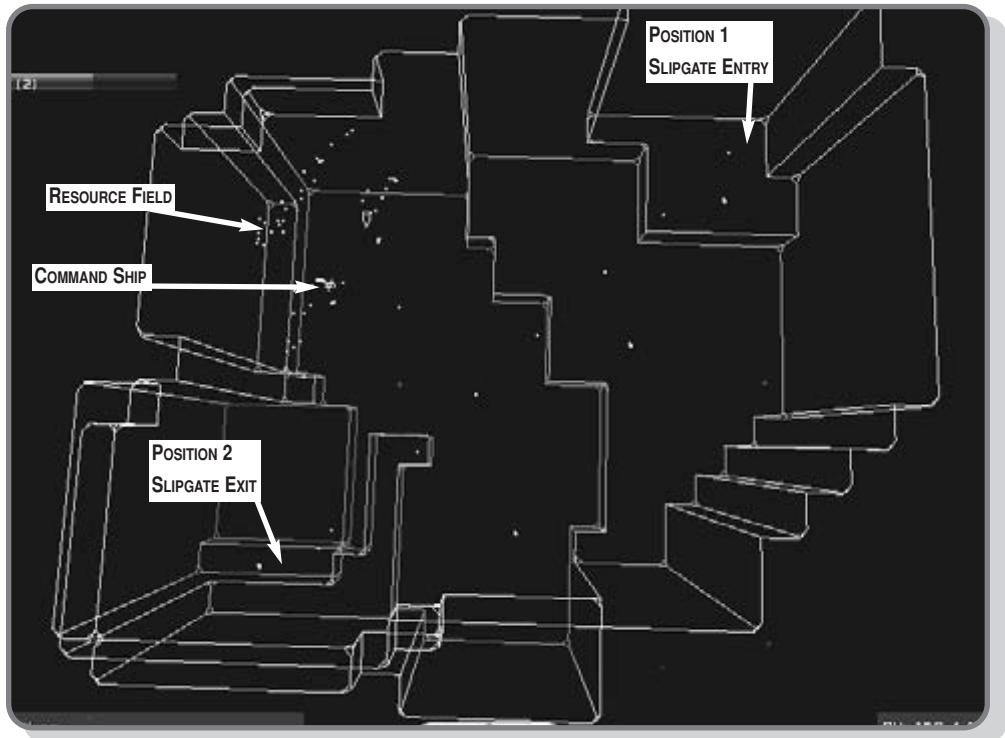
NOTE

THE BEAST CRUISE MISSILES AREN'T NORMAL MISSILES. THEY'RE ACTUALLY VERY FAST SHIPS LOADED WITH EXPLOSIVE WARHEADS OF BEAST GENETIC MATERIAL. THEIR ASSAULT IS ESSENTIALLY A KAMIKAZE ATTACK. SINCE THEY'RE SHIPS, YOU CAN TARGET THEM.

TIP

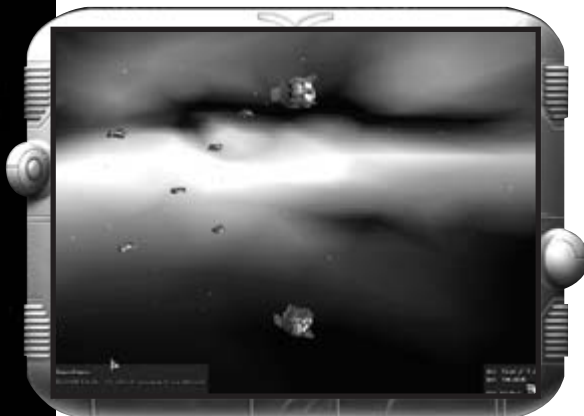
YOU SHOULD CONDUCT MOST OF THIS BATTLE FROM THE **SENSORS MANAGER**, ZOOMED OUT SO YOU CAN SEE THE ENTIRE BATTLEFIELD. WHEN MICROMANAGEMENT IS REQUIRED, PAUSE THE GAME AND ZOOM IN ON THE SELECTED AREA. THIS MISSION CAN GET OUT OF CONTROL VERY QUICKLY IF YOU DON'T FOCUS ON THE ENTIRE BATTLEFIELD.

MISSION 7



THE CONVOY IS EMERGING FROM A SLIPGATE AT POSITION 1 AND HEADED TO ANOTHER AT POSITION 2. THEY'LL TRAVEL IN A STRAIGHT LINE BETWEEN THEM.

The convoy is moving toward a slipgate, located about 75 km from your Command Ship at bearing 310. Once a ship arrives at the gate, it'll jump to safety.

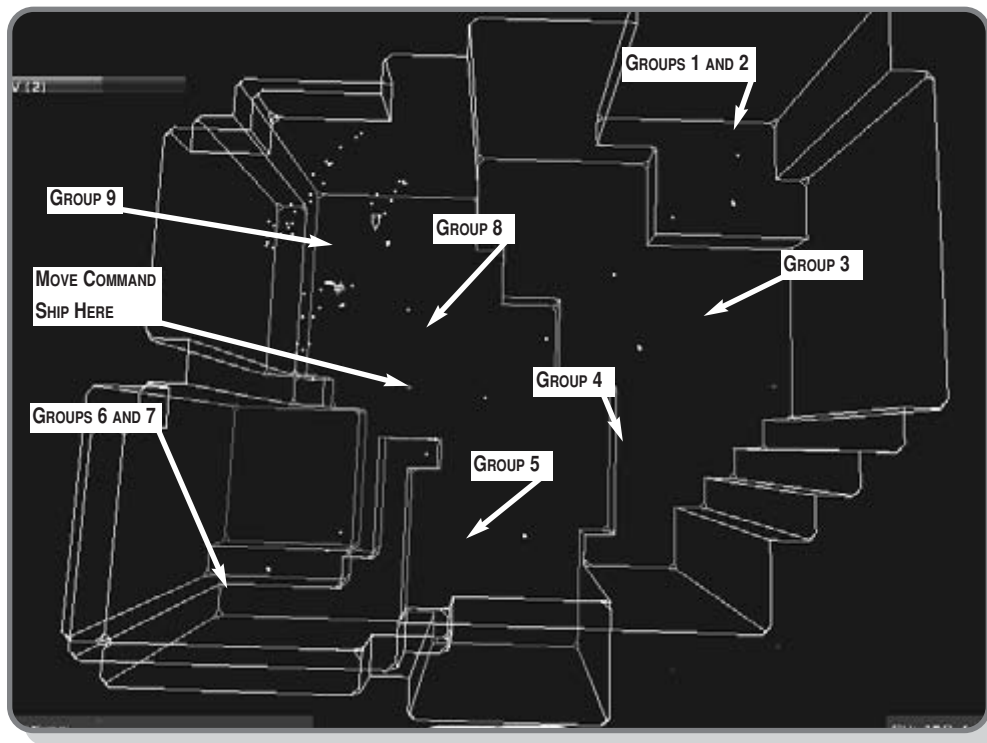


ACV ESCORTS HELP IN THE MISSION'S LATTER TWO ATTACK WAVES WHEN THE CRUISE MISSILES ARE ACCOMPANIED BY INTERCEPTOR ESCORTS.

Before the first wave arrives, initiate construction of 18 ACVs. When they're complete, assign two to each of the nine Acolyte groups as escorts.

PART III: MISSION WALKTHROUGHS

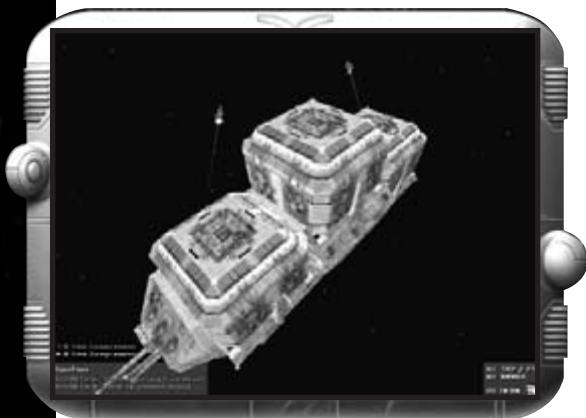
Array your strike groups around the convoy. Keep two groups at each of the slipgates. Your goal is to intercept multiple missile groups before they get to the convoy and to move groups quickly to help others that become overwhelmed. The following figure shows the proper distribution. These positions will change in the heat of battle, but remember to put the groups back in these positions during the respite between waves. Of course, you'll only need about six groups for the first two waves, but this figure shows the positions for all nine.



NOTE THE DISTRIBUTION OF ATTACK GROUPS AROUND THE PROCEEDING CONVOY. THESE LOCATIONS AREN'T PRECISE, BUT ARE DESIGNED TO PROVIDE FULL COVERAGE TO THE ENTIRE CONVOY.

TIP

**MOVE THE COMMAND SHIP CLOSER TO THE CONVOY
TO SPEED REPAIRS.**



A SINGLE HIT WON'T INFECT A CONVOY SHIP. SEVERAL, HOWEVER, WILL TURN THE SHIP INTO A MOVING CRUISE MISSILE LAUNCHER.

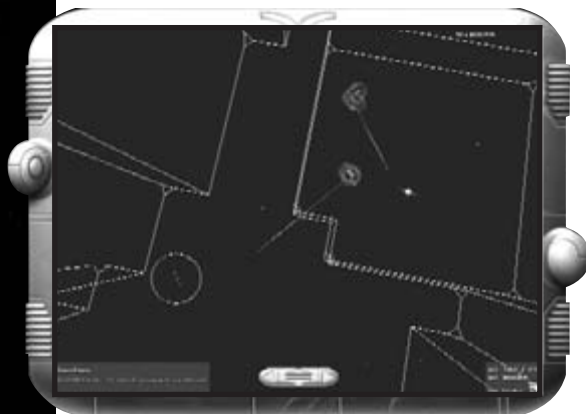
If a convoy ship is hit by enough Cruise Missiles, it is converted into a Beast vessel. One or two hits probably won't do it, but more will be certain

doom. Once infected, a convoy vessel can fire Cruise Missiles of its own at other convoy ships *or your fleet*. If you can't save a ship, slaughter it quickly.

WHEN YOU RECEIVE THE MISSILE ALERT, SWITCH TO THE SENSORS MANAGER AND BEGIN MOVING YOUR GROUPS INTO POSITION. AS THE MISSILES ENTER SENSOR RANGE, TARGET THEM WITH THE CLOSEST GROUP.



When the first wave of Cruise Missiles arrives—each group shows as a flashing yellow beacon in your Sensors Manager even if it's outside explored space—scramble your Acolyte groups and put them on intercept courses with the missiles. Try to engage the missiles as far from the convoy as possible.



WHILE THE FIRST GROUP HAS BEEN TARGETED TO THE CRUISE MISSILES, THE SECOND IS MOVING IN BEHIND TO ACT AS A SAFETY NET.

PART III: MISSION WALKTHROUGHS

You need only one group per missile squad, but it's good policy to have a backup group on its way to battle in case things go awry.

NOTE

THE CRUISE MISSILES FIRED AT THE CONVOY *USUALLY* WON'T TARGET YOUR FLEET. ONES FIRED FROM INFESTED CONVOY SHIPS WILL. GENERALLY, THEY SEEM TO TARGET PROCESSORS FIRST, THEN WORKERS, THEN ATTACK SHIPS. ONLY IF THINGS GET TOTALLY OUT OF CONTROL WILL THEY TARGET THE COMMAND SHIP.

When your Acolytes intercept the Cruise Missiles, band-select the entire set of missiles (from the Sensors Manager) and let the strike group do its job—because the Cruise Missiles ignore *your* attack ships, no micromanagement is required.

TIP

AFTER EACH WAVE, TRY SWAPPING THE POSITIONS OF THE GROUP CLOSEST TO THE COMMAND SHIP WITH A GROUP THAT HASN'T BEEN UPGRADED WITH ARMOR LEVEL 2. THIS WAY, YOU CAN GRADUALLY UPGRADE YOUR STRIKE TEAMS WITHOUT SACRIFICING BATTLEFIELD COVERAGE.



THE SECOND ASSAULT IS LARGER BUT NO MORE DIFFICULT.

The second wave is just like the first, but you'll see more groups of Cruise Missiles from more directions.

MISSION 7

NEW RESEARCH: EMP WEAPON

This secondary attack allows ACVs to briefly debilitate any enemy ship by emitting an electromagnetic pulse. The attack takes time to recharge, making it less useful in this mission. Use it on Cruise Missile escorts and infected colony ships. See "Research and the Technology Tree" for more details.

TIP

YOU CAN AFFORD TO LOSE A FEW CONVOY SHIPS, BUT DON'T MAKE A HABIT OF IT.



SOME OF THE CRUISE MISSILES IN THE THIRD WAVE COME WITH AN INTERCEPTOR ESCORT. YOU'LL NEED YOUR ACV ESCORTS TO TAKE CARE OF THESE EXTRA SHIPS WHILE YOUR ACOLYTES GO AFTER THE CRUISE MISSILES.

The third wave is a bit more complicated; some of the Cruise Missiles have escorts. In this situation, assign the closest group to intercept the entire missile group (including the escorts)—your ACV escorts will

dutifully come along. As your ships near firing range, pause the game and target the missiles with the Acolytes and the Interceptors with the ACVs. If you don't make these specific assignments, your Acolytes get hung up fighting the escorts and the missiles continue on their course.

TIP

ANOTHER WAY TO GET HELP WITH ESCORTS IS TO SELECT SOME ACOLYTES TO QUICKLY LINK AND TAKE ON THE INTERCEPTORS WHILE THE REMAINING, FASTER FIGHTERS GO AFTER THE MISSILES.

PART III: MISSION WALKTHROUGHS

The gap before the final wave is a bit longer. If you need to, you can send ships back to the Command Ship for repair. I don't recommend it—it's probably more efficient to build some back-up ships during the early parts of the mission and swap them out as groups amass excessive damage.



THE FINAL ASSAULT CAN LOOK OVERWHELMING.
USE THE SAME PRINCIPLES AS PREVIOUS
ATTACKS AND DON'T PANIC.

The final wave is the most difficult. *Most* of the Beast Cruise Missiles blaze in with escorts. What's worse, most come in clusters and at varying altitudes.

WITH SO MANY ATTACK GROUPS BEARING DOWN FROM SO MANY ATTACK VECTORS, LOSING SOME CONVOY SHIPS IS INEVITABLE. ATTACK INFECTED SHIPS IN SPHERE FORMATION AND KEEP REPEATING THE PHRASE "ACCEPTABLE LOSSES."



You *will* lose a few convoy ships. Don't forget to destroy any infected ships quickly with an overwhelming Sphere formation before they fire new volleys of missiles. Remember that the newly infected ships will fire missiles at both your ships and other convoy vessels. One infected ship, therefore, can quickly create a domino effect on the entire convoy.

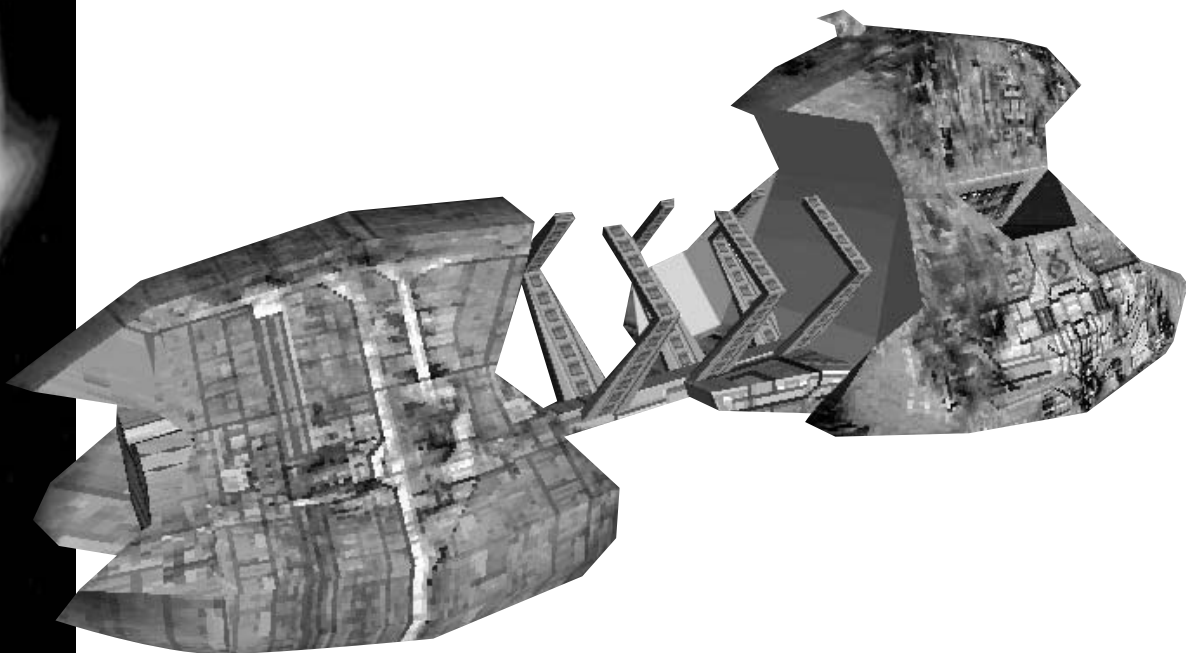
MISSION 7

NOTE

REMEMBER, THIS IS THE LAST WAVE AND ALL MISSILE GROUPS WILL APPEAR IN THE SENSORS MANAGER IN THE FIRST 15 SECONDS OF THE ATTACK. FEEL FREE TO MOVE GROUPS WITHOUT MISSILES HEADED INTO THEIR SECTOR.

When all the Beast ships are destroyed, the mission is complete.

Given the massive quantity of resources in this area, don't forget to finish collecting before moving on to the next mission. You may want to construct a Processor to speed the efforts.



MISSION B: REPUBLIC SPY

IT'S SALVAGE TIME! YOU'RE GOING TO GET LOTS OF PRACTICE WITH THIS DELIGHTFUL SKILL. SEVERAL IMPERIAL SHIPS ARE YOURS FOR THE TAKING IN THIS MISSION. IF YOU'RE LUCKY, YOU'LL NOT ONLY SATISFY YOUR OBJECTIVES, BUT ALSO ADD SOME VERY POWERFUL SHIPS AND KILLER TECHNOLOGY TO YOUR ARSENAL.



MISSION B

OBJECTIVES

1. Resource and Build
2. Protect the Taiidan Rebel Spy
3. Capture One Imperial Frigate
4. Capture Three Taiidan Resource Collectors

RESEARCH

- ☉ Energy Cannon
- ☉ Advanced Ion Cannon
- ☉ Crystal Processing

NEW BUILDS

- ☉ Assault Frigate (Salvaged)
- ☉ Ion Beam Frigate (Salvaged)
- ☉ Multibeam Frigate

TAIIDAN IMPERIALIST SHIPS

- ☉ Interceptor
- ☉ Defender
- ☉ Multigun Corvette
- ☉ Resource Collector
- ☉ Support Frigate
- ☉ Gravwell Generator
- ☉ Ion Cannon Frigate

WALKTHROUGH



OBJECTIVE 1: RESOURCE AND BUILD



Take this opportunity to resource the nearby asteroid fields and reinforce your fleet. Also, retool your fleet if necessary and regroup your ACVs into larger squads of eight to 12. Finally, build a Processor, a Ramming Frigate, four Workers, and at least four Leeches.

BY NOW YOUR COMMAND SHIP SHOULD LOOK LIKE THIS, WITH A FULL COMPLEMENT OF SUPPORT MODULES.

NOTE

IF YOU HAD A LARGE BUILDUP OF FIGHTERS FROM THE LAST MISSION, YOU MAY BE RUNNING SHORT ON AVAILABLE SUPPORT UNITS. NOW IS A GOOD TIME (IF YOU CAN AFFORD IT) TO EXPAND TO THE MAXIMUM NUMBER OF SUPPORT MODULES. IF YOU'VE ALREADY MAXED OUT ON THOSE OR CAN'T AFFORD TO BUILD MORE, RETIRE SEVERAL Acolytes and ACVs. IN THE END, YOU SHOULD HAVE AT LEAST 24 (BUT PREFERABLY 32) ACVs. IT'S VERY IMPORTANT TO HAVE SUBSTANTIAL SUPPORT UNIT HEADROOM OR YOU WON'T BE ABLE TO SALVAGE ALL THE NECESSARY ENEMY SHIPS.



PART III: MISSION WALKTHROUGHS



OBJECTIVE 2: PROTECT THE TAIIDAN REBEL SPY

You require the data from the Taiidan spy. At about the three-minute mark, the Taiidan spy appears on your Sensors Manager as a beacon (110 km at bearing 255). Send out Recons and Acolytes to reach the spy as soon as possible and protect him from any pursuers.



THE SPY IS A VERY POPULAR FELLOW. SEND OUT ALL OF YOUR STRIKE CRAFT TO FEND OFF HIS PURSUERS.

When his first wave of pursuers (Interceptors) appear in the Sensors Manager, target them immediately.

Next, focus on the second, larger wave of Imperialist attackers. Fire your squads' EMP weapon at the Multigun Corvettes and then let them have it with all guns. The rather large group of escorting Defenders is no problem once its dangerous big brothers are scrapped.

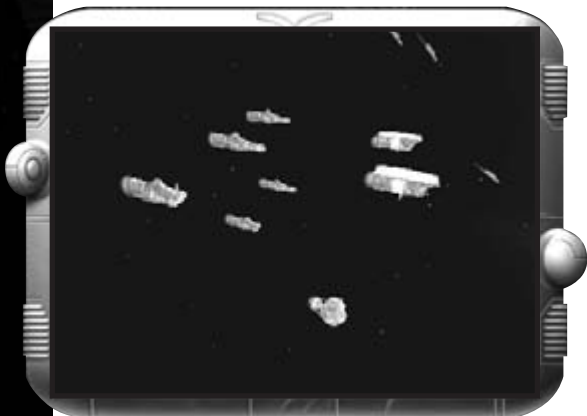
Return your strike groups to the Command Ship.



OBJECTIVE 3: CAPTURE ONE IMPERIAL FRIGATE

MISSION 8

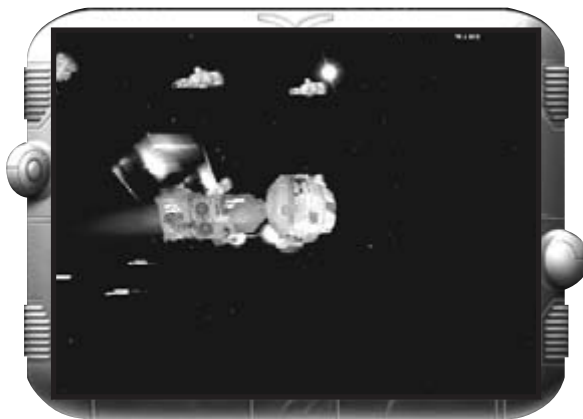
You need at least two Workers to salvage an Imperial Frigate. After the spy files his reports and dashes away, turn your attention to capturing some Imperialist hardware. Bring your strike groups back from their dogfight with the spy's pursuers and make any necessary repairs.



THE RESOURCE COLLECTION FLEET IS WELL DEFENDED. WITH SKILLFUL TACTICS, HOWEVER, YOU CAN NEUTRALIZE THEIR FORCES AND STILL SWIPE ALL OF THE SHIPS YOU NEED.

Once all hands are ready, dispatch a Recon to get a good look at the resource collection fleet (beacon at 110 km at bearing 165). When you've seen what you're up against, send two ACV groups, four Workers, a Ramming Frigate, and four or more Leeches toward the resource collection fleet.

WHEN THE RAMMING FRIGATE TAKES CONTROL OF THE GRAVWELL GENERATOR, IT'S TIME TO MOVE THE REST OF YOUR ATTACK GROUP IN FOR THE KILL. IT'S ONLY A MATTER OF TIME UNTIL THE GRAVWELL WIGGLES AWAY FROM THE FRIGATE.

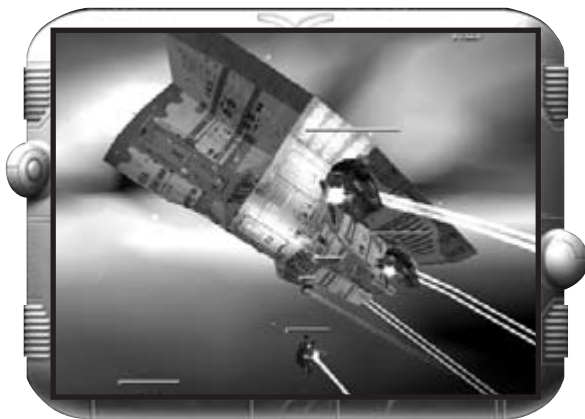


When you arrive just outside the fleet's scanner range, begin by sending the Ramming Frigate to push the Gravwell Generator out of the battle.

TIP

IF ALL THE FRIGATES ARE DESTROYED BEFORE YOU CAN COLLECT ONE, THE GAME IS OVER.

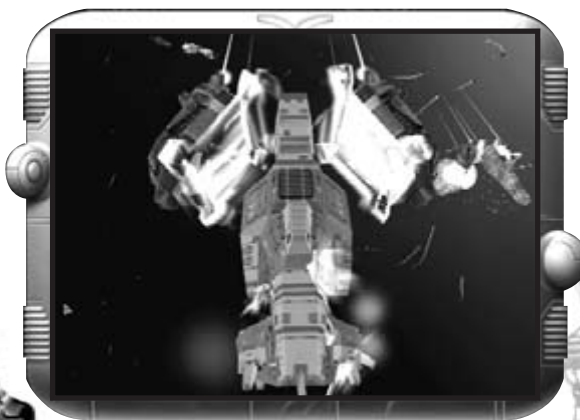
PART III: MISSION WALKTHROUGHS



ONCE THE GRAVWELL GENERATOR IS OUT OF RANGE, THE LEECHES SHOULD HAVE NO PROBLEM ATTACHING THEMSELVES TO THE ANNOYING SUPPORT FRIGATES.

As the Ramming Frigate makes contact with the Gravwell, target one of the Support Frigates with the Leeches. When the first explodes, move the little bloodsuckers to the second Support Frigate. That'll stop them from healing your targets!

THOUGH THE MISSION OBJECTIVES DON'T REQUIRE IT, YOU NEED TO SALVAGE BOTH TYPES OF COMBAT FRIGATE: THE ION CANNON FRIGATE AND THE ASSAULT FRIGATE.



NOTE

YOU CAN (AND SHOULD) SALVAGE MORE THAN ONE FRIGATE IF YOU HAVE THE PERSISTENCE TO TRY. THE STEPS ARE THE SAME AS FOR A SINGLE FRIGATE, BUT THE EXECUTION IS MORE DIFFICULT. ON THE UPSIDE, YOU'LL HAVE EVEN MORE KILLER RIGS IN YOUR FLEET WHEN THE DAY'S DONE AND, IF YOU GO FOR ONE ION CANNON FRIGATE AND ONE ASSAULT FRIGATE, YOU'LL GAIN TWO VERY POWERFUL WEAPON RESEARCH TOPICS.

When the Ramming Frigate hits, assign two Workers to salvage one Ion Cannon Frigate and two to salvage one Assault Frigate. Next, assign an ACV group to each of the salvage targets; when the target ships are sufficiently damaged, the ACVs cease fire. Promptly assign them to the other frigates.

MISSION 8

Next, assign (in Sphere formation) one strike team to each frigate you've selected for salvage. Once the target ships are sufficiently damaged, the Workers will move in and drag them back to the Command Ship.

NOTE

TO BE SALVAGED, A SHIP MUST BE BELOW A CERTAIN DAMAGE LEVEL. A SHIP IS SALVAGEABLE WHEN FLAMES BEGIN VENTING FROM ITS EXHAUST PORTS.

AS LONG AS A SHIP HAS BEEN SELECTED FOR SALVAGE, ATTACK SHIPS WILL ONLY FIRE ON IT UNTIL THEY'VE SUFFICIENTLY CRIPPLED IT. AGGRESSIVE STRIKE TEAMS WILL MOVE TO THE NEXT TARGET WHILE MORE PASSIVE ONES WILL POWER DOWN THEIR WEAPONS AND AWAIT FURTHER INSTRUCTION. EITHER WAY, YOU USUALLY DON'T HAVE TO WORRY ABOUT EXCESSIVELY DAMAGING POTENTIAL SALVAGE SUBJECTS.

If the Gravwell Generator escapes the Ramming Frigate and returns to the fray, the Ramming Frigate will be along soon to reacquire its target.

Once you've claimed all the frigates you desire, open fire on the remaining frigates and the Gravwell Generator (if the Rammer didn't do enough damage by itself).

When at least one frigate has been returned to the Command Ship, this mission objective is complete.

It's important to snare both kinds of Imperial Frigates because of the technologies

they yield. Grabbing the Ion Cannon Frigate introduces your Weapons Module scientists to Advanced Ion Cannon technology. The Attack Frigate brings up the Energy Cannon. Gaining both technologies at this stage puts you in an excellent position.

NEW RESEARCH: ENERGY CANNON

This research permits the upgrade of all projectile-firing ships to more powerful energy cannons. See "Research and the Technology Tree" for more details.

NEW RESEARCH: ADVANCED ION CANNON

The Ion Cannon is a stunningly powerful weapon. With this technology under your belt, you can construct the infinitely useful Multibeam Frigate and be on your way to some larger and even more deadly craft that depend on this technology.

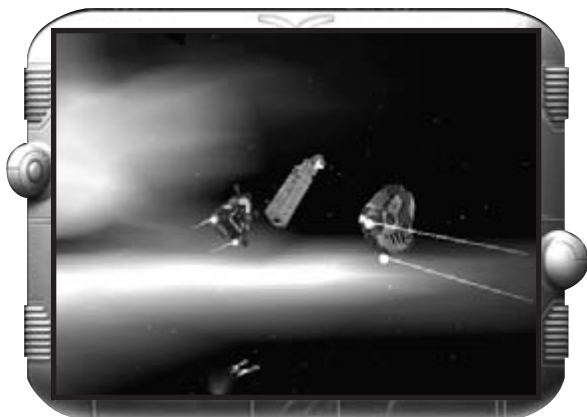


OBJECTIVE 4: CAPTURE THREE TAIIDAN RESOURCE COLLECTORS

Send out Workers with ACV escorts to collect three Imperial Resource Collectors. You need at least two Workers to salvage each Taiidan Resource Collector.

TIP

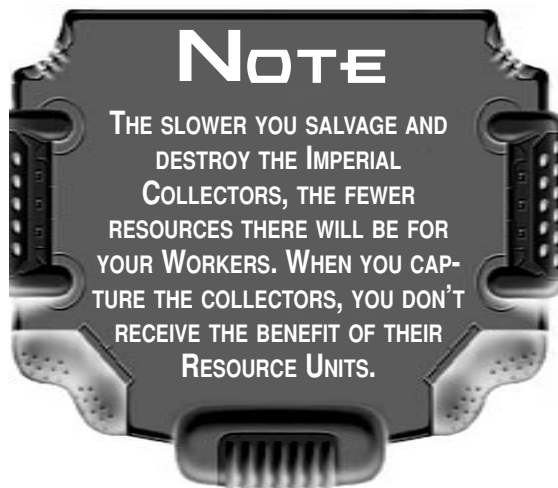
IF ALL COLLECTORS ARE ACCIDENTALLY DESTROYED IN
BATTLE, THE DAY IS DOOMED AND THE GAME IS OVER.



COMPARED WITH SALVAGING THE FRIGATES,
GETTING THE RESOURCE COLLECTORS IS A
BREEZE. JUST TRY TO AVOID
DESTROYING THEM FIRST.

Just as with the frigates, select each Resource Collector for salvage with your Workers (it takes two Workers per collector) and then target the selected collector with your ACVs. When the ship is sufficiently damaged, the fighters will back off and let the Workers move in.

Once you've gotten three collectors, set your ACVs loose on the rest before they gobble up valuable resources. Fire at will!



NOTE

THE SLOWER YOU SALVAGE AND DESTROY THE IMPERIAL COLLECTORS, THE FEWER RESOURCES THERE WILL BE FOR YOUR WORKERS. WHEN YOU CAPTURE THE COLLECTORS, YOU DON'T RECEIVE THE BENEFIT OF THEIR RESOURCE UNITS.

NEW BUILD: MULTIBEAM FRIGATE

Your first multiple-weapon ship is outstanding. Sporting several ion beams, the Multibeam Frigate is the fleet's best fighter killer. The independent cannon turrets can fire beams in most directions, even while turning and executing move orders. They also can target several ships at once. Always band-select your enemies with this ship; aiming them all at one ship is effective but dulls the impact of this versatile vessel.

With three Imperial Collectors in hand, the objective and the mission are complete. Be sure to collect all remaining resources.

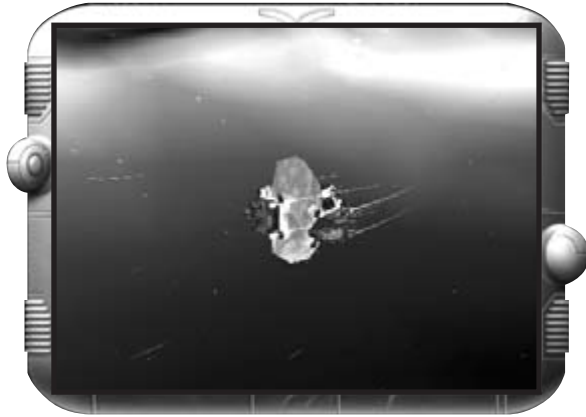
There's still one more thing to do: Send a Recon out to the purple dots on your Sensors Manager (75 km from the start point at bearing 000). These are crystals, and they're chock full of Resource Units.

Once your Recon discovers these crystalline asteroids, you can begin researching methods of harvesting and processing.

NEW RESEARCH: CRYSTAL PROCESSING

This research topic creates an upgrade for your Command Ship and Processors. Once properly upgraded, these ships can accept and convert crystals hauled back by your Workers. See "Research and the Technology Tree" for more details.

PART III: MISSION WALKTHROUGHS

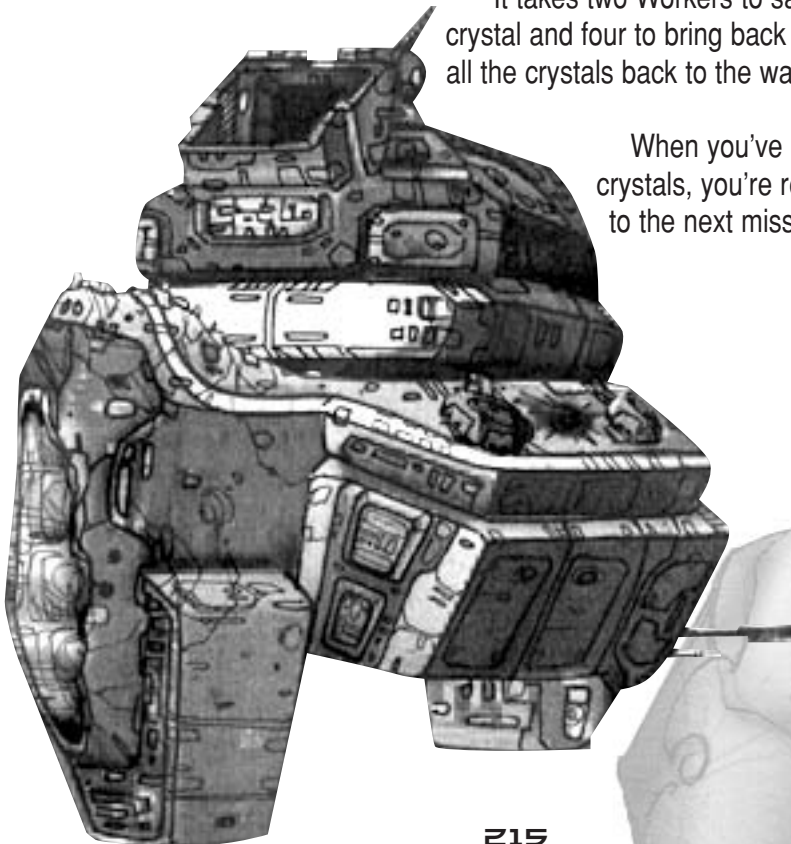


IT TAKES FOUR WORKERS TO DRAG IN A
LARGE CRYSTAL.

Gather four Workers and a Processor, and venture out to the crystals. You can't directly *harvest* crystals like you do other resources. Instead, your Workers must salvage the crystals and drag them to an upgraded processing bay.

It takes two Workers to salvage a small crystal and four to bring back a big one. Drag all the crystals back to the waiting Processor.

When you've retrieved all crystals, you're ready to move on to the next mission.



MISSION B

MISSION 9: CLOSE ORBIT, GOZAN IV (TAIIDAN RESEARCH PLANET)

THE FIRST PART OF THIS MISSION IS PRETTY STANDARD. IN THE END, HOWEVER, IT BECOMES A WILD PROTECT-AND-SURVIVE FREE-FOR-ALL.

ONCE YOU'VE LAUNCHED RESOURCE COLLECTORS FOR THEIR INFILTRATION MISSION ON THE RESEARCH PLANET, YOU'LL HAVE TO CREATE A DISTRACTION AND THEN HOLD OFF THE PREDICTABLE RETALIATION. BEFORE THAT THREAT IS PAST, YOU'LL NEED TO COVER THE RETURNING (AND NOW EXPOSED) COLLECTOR SPIES. THEY HAVE AN ENTIRE ARMADA ON THEIR TAIL, AND IT'S YOUR JOB TO KEEP THE ENEMIES AT BAY UNTIL THE COLLECTORS DOCK. ONCE THAT HAPPENS, YOU'RE FREE TO RUN LIKE HELL.

OBJECTIVES

1. Move Disguised Collectors to Specified Location
2. Destroy a Proximity Sensor
3. Wait for Resource Collectors
4. Engage Taiidan Planetary Guard
5. Protect Resource Collectors

RESEARCH

- ☉ Force Field Level 2

NEW BUILDS

- ☉ None

TAIIDAN

IMPERIALIST SHIPS

- ☉ Interceptor
- ☉ Defender
- ☉ Attack Bomber
- ☉ Multigun Corvette
- ☉ Support Frigate
- ☉ Ion Cannon Frigate
- ☉ Ramming Frigate
- ☉ Destroyer
- ☉ Missile Destroyer
- ☉ Gravwell Generator



WALKTHROUGH



OBJECTIVE 1: MOVE DISGUISED COLLECTORS TO SPECIFIED LOCATION

Your transports must meet up with Taiidan Republic spies at the specified coordinates. Immediately set a team of ACVs and Acolytes (unlink some ACVs if you have to) to guard the captured Resource Collectors and send the spies to the rendezvous point (which is 50 km at bearing 120 from the Command Ship). Before they reach this point, they're available targets for incoming ships. Once they reach the rendezvous point and leave your control, they're no longer targeted.

NEW RESEARCH: FORCE FIELD LEVEL 2

This higher-level force field makes your Sentinel-projected force fields effective against missiles. See "Research and the Technology Tree" for more details.

TIP

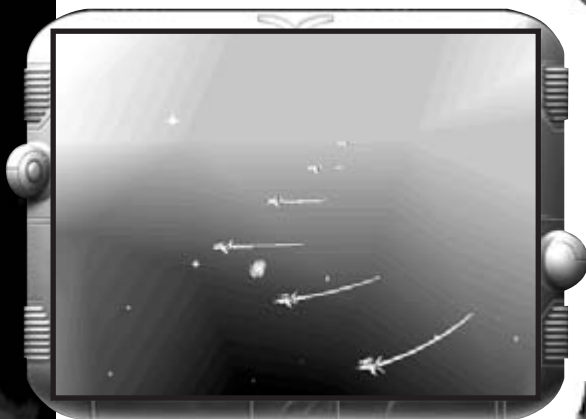
**IF THE COLLECTORS HAVE ARRIVED AND THE
OBJECTIVE IS NOT DECLARED COMPLETE, TRY
ADJUSTING THE COLLECTORS' ALTITUDE.**



The objective is complete when the Collectors are correctly positioned.

ESCORT THE RESOURCE COLLECTORS TO
THE RENDEZVOUS POINT BEFORE YOU DO
ANYTHING ELSE.

Before moving on to the next objective, there's business to attend to. Begin by harvesting the several small clusters of resources in the area. This is the only quiet time to do this during the mission, so take advantage of the opportunity.



A squadron of Imperial Interceptors immediately attacks you. Unlink several more ACVs and send them out in Claw formation to deal with this minor threat.

Until you satisfy the second mission objective (see the next section) by destroying a Proximity Sensor, you'll be under attack by these small squads of Interceptors. They usually go for your Workers but have been known (beyond all reason) to go for the Command Ship. Stay lightly but adequately defended.

NOTE

A FEW OF THE FIELDS ARE UNCOMFORTABLY CLOSE TO THE ENEMY BASE, BUT UNLESS YOU INTENTIONALLY VENTURE TOO FAR FROM THE FIELDS, THE IMPERIALS *SHOULDN'T* DETECT OR INTERFERE (EXCEPT WITH RANDOM PATROLS) WITH YOUR WORKERS. DISCRETION, PERHAPS, DICTATES LEAVING THOSE FIELDS ALONE.

THESE SMALL BANDS OF INTERCEPTORS PECK AT YOU UNTIL YOU INTENTIONALLY OR ACCIDENTALLY ATTRACT THE ENTIRE FLEET'S ATTENTION.

NOTE

THE INTERCEPTORS DON'T ACTUALLY COME FROM THE BASE, BUT APPEAR IN RANDOM SPOTS ON THE MAP. THUS, IT'S POSSIBLE FOR A SQUADRON TO MATERIALIZE IN THE MIDDLE OF YOUR FLEET.

ALSO, UNLESS YOU'RE SPOTTED BY A SHIP BEHIND THE PROXIMITY SENSOR MATRIX OR AN INTERCEPTOR ESCAPES TO REPORT YOUR EXISTENCE, YOU SHOULD ONLY SEE INTERCEPTORS UNTIL YOU ATTACK THE MATRIX.

PART III: MISSION WALKTHROUGHS

Be sure none of these Interceptor squads escape your fighters! At some point in each skirmish, the Interceptors will turn tail to their base. For this reason, you want to battle them with Acolytes instead of ACVs—once an Interceptor runs, an ACV can't catch it. An Acolyte can.

If the Interceptors make it home alive, you'll soon be greeted by much more fearsome visitors: large squads of Attack Bombers and fleets containing random combinations of at least one Destroyer or Missile Destroyer, Ion Cannon Frigates, Attack Frigates, Support Frigates, and one or more Gravwell Generators.

Spend this time building up and tuning your fleet for the next objective. You'll need the usual swarm of ACVs (re-link all but one group of your Acolytes after the harvesting) also at least one Ramming Frigate.

NOTE

THE ONLY REASON YOU'D WELCOME THESE STRONGER FORCES IS FOR THE OPPORTUNITY TO SALVAGE A DESTROYER. THIS ENDEAVOR IS, HOWEVER, EPICALLY DIFFICULT AND SHOULD ONLY BE UNDERTAKEN BY THE MOST DETERMINED AND PATIENT PLAYERS.

TIP

ON THE OTHER HAND, YOU MIGHT WANT TO HOLD ONTO THOSE WORKERS. IF YOU PLAN TO SALVAGE ANY ENEMY SHIPS (BOY, THAT DESTROYER LOOKS TASTY!), YOU'LL WANT AT LEAST TWO WORKERS. IF YOU PLAN TO HEIST SEVERAL SHIPS AT A TIME (YOU DARING DEVIL, YOU), KEEP FOUR WORKERS.

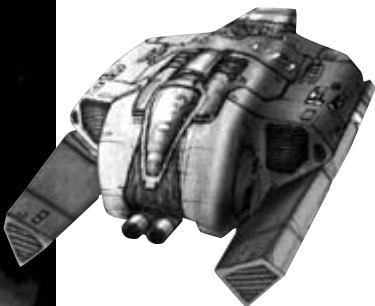
MISSION 9

Once the harvesting is done, consider retiring all but two of your Workers to make room for more attack ships.



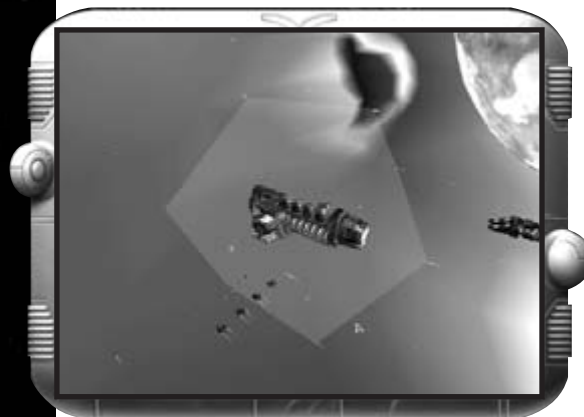
LEECHES MAKE SHORT AND QUIET WORK OF THOSE ANNOYING SUPPORT FRIGATES.

Keep a team of at least four Leeches, primarily for Support Frigate destruction. They also work well on Destroyers as long as you're not near the Proximity Sensor matrix.



NOTE

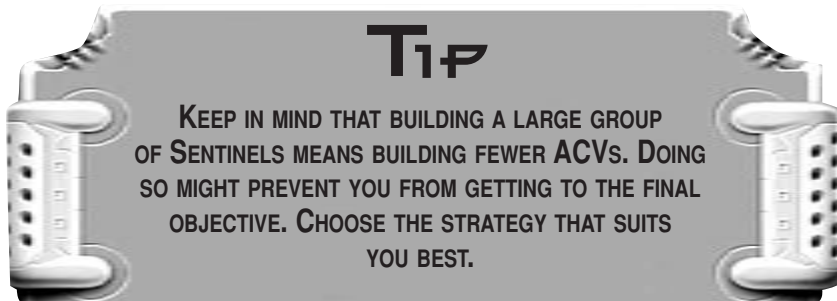
LEECHES HAVE SOME LIMITATIONS IN THIS MISSION. THEY CAN'T BE USED NEAR THE PROXIMITY SENSOR WALL. BECAUSE THE PROXIMITY SENSORS CAN DETECT THEIR EXISTENCE, THEY WON'T BE INVISIBLE TO SHIPS AT THE WALL. ALSO, LEECHES CAN'T ATTACH TO GRAVWELL GENERATORS.



THE FORCE FIELD CAST BY A TEAM OF 12 SENTINELS CAN TOTALLY ENCIRCLE YOUR COMMAND SHIP. IT'S A GOOD IDEA TO USE THIS DEFENSIVE TOOL, BUT IT MEANS FEWER ATTACK SHIPS.

PART III: MISSION WALKTHROUGHS

Sentinels are also an option. This entire mission is pretty punishing, but the final rush is potentially devastating for your Command Ship. If you choose, start gradually building 12 Sentinels to later serve as a force field sphere around your Command Ship.



When your Workers declare the region stripped of all resources, dock them.

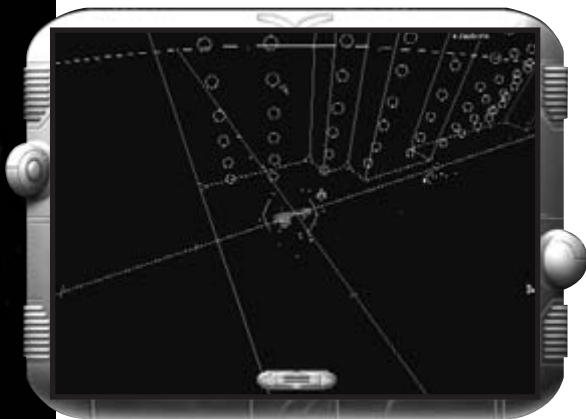


Disrupt the Taiidan proximity grid by destroying a Proximity Sensor. Doing so provides the necessary diversion for our insertion team.



A little chaos is necessary for your Collectors to make their approach. Your job is to take out one Proximity Sensor to draw attention to your fleet while the spies find what they need. You'll have to weather quite a counterattack once you expose yourself to the base.

MISSION 9



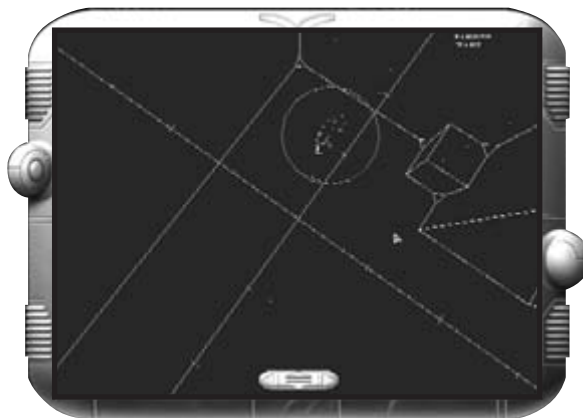
MOVE THE FLEET TO THIS POSITION BEFORE ASSAULTING THE PROXIMITY SENSOR WALL.

Move the entire fleet (except the Collectors) as far as they'll go (to the edge of the game field) toward the left end of the Proximity Sensor wall (bearing 120).

Re-link all but one squad (about eight) of your Acolytes and divide them into two groups. Keep the squad of Acolytes guarding the Command Ship in Claw formation, using Aggressive Tactics.

Take the two ACV squads and inch them in small steps toward the sensor wall. Stop when the sensors appear (as red dots) in your Sensors Manager. If you've been careful, you haven't been spotted yet.

STOP YOUR ATTACK FLEET HERE TO REGROUP, THEN SEND IN A DECOY TO PULL THE WALL'S GUARDS BACK TOWARD YOUR FRIGATES.



Bring your Ramming Frigates and any Assault or Ion Cannon Frigates you captured in the previous mission into position just outside the wall. Take along a Processor (assigned to escort the captured frigates) to provide automatic repair services. This is the rest of your assault fleet.

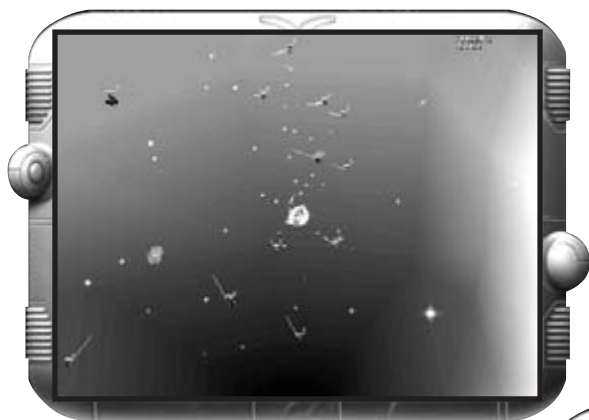
PART III: MISSION WALKTHROUGHS

Your Sensors Manager will show a large and potent fleet guarding the wall. Among your welcoming committee are two Support Frigates, a bunch of Ion Cannon Frigates, and a squadron of Multigun Corvettes.

Pull your attack fleet back a bit from the wall and send one group of fighters to draw the attention of the enemy. When they turn to pursue, draw your decoys back to the rest of the ships.

When the enemy fleet arrives, first target the Support Frigates with your Ramming Frigates. This gets them out of the area (and out of repairing range) while you pound on the ships they protect. Next, target the Ion Cannon Frigates with your captured frigates.

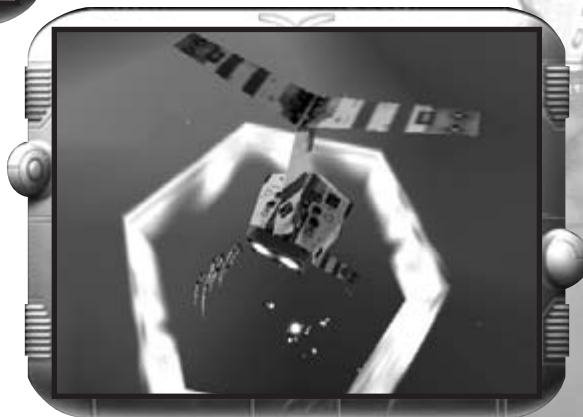
As the slower units are about to engage their targets, swoop in with the speedier ACVs and engage the corvettes one at a time. When the corvettes are vaporized, focus all fire on the Ion Cannon Frigates (in Sphere formation).



WHEN ONLY ENEMY FRIGATES ARE LEFT, SWITCH
YOUR ACVs INTO SPHERE FORMATION FOR
SPEEDY DESTRUCTION.

If you're efficient in this assault,
you won't see a reinforcement fleet
(except maybe a small squad of
Interceptors).

DISPATCH ONE STRIKE GROUP TO TARGET A
PROXIMITY SENSOR. NOW YOU'VE DONE IT!



MISSION 9

Take this moment to target the nearest Proximity Sensor. When that's done, the mission objective is complete and the spies can move through the enemy lines.

TIP

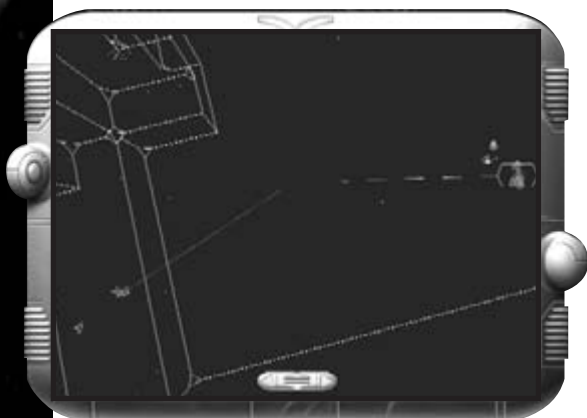
ONCE THE PROXIMITY SENSOR IS DESTROYED, YOU NO LONGER NEED ANY ACOLYTES. LINK THEM TO FORM THE MORE POWERFUL ACVs THAT WILL GET YOU THROUGH THE REMAINDER OF THE MISSION.



OBJECTIVE 3: WAIT FOR RESOURCE COLLECTORS

You must wait for your insertion team (disguised Resource Collectors) to infiltrate the base on the planet and gather the needed information.

The waiting is the hardest part! As your disguised collectors trudge toward the planet, you begin to see the true size and power of this Imperial fleet. Your goal in this stage of the mission should be uniting your fleet and moving it toward the sensor wall. This prepares you for the final stage.



It takes about *six minutes* for the collectors to pass the Imperial check-point. That's how long you have to get within spitting distance of the wall.

MOVE YOUR COMMAND SHIP FORWARD AND YOUR ATTACK FLEET BACK SO THEY RENDEZVOUS IN THE MIDDLE.

With the Proximity Sensor destroyed, move your assault team back toward the Command Ship. At the same time, move your Command Ship toward the assault team. They'll meet somewhere in the middle.

TIP

OCCASIONALLY CHECK THE PROGRESS OF THE COLLECTORS AS THEY NEAR THE PLANET. IT TAKES SIX MINUTES TO MAKE THE JOURNEY. ONCE THE COLLECTORS DISAPPEAR FROM THE SENSORS MANAGER (A MOMENT MARKED BY A CUTSCENE OF THE SHIPS TRANSMITTING THEIR RECOGNITION CODES), YOU HAVE A LIMITED AMOUNT OF TIME (ANOTHER SIX MINUTES) TO GET INTO POSITION FOR THEIR RETURN. HAVE YOUR FLEET REASONABLY NEAR THE PROXIMITY SENSOR WALL BEFORE THIS CUTSCENE.

NOTE

THE HIVE FRIGATE CAN BE EFFECTIVE IN WARDING OFF CLOUDS OF INTERCEPTORS. IT ALSO CAN BE USED TO DISTRACT PURSUING FLEETS—BUILD ONE AND SET IT TO ATTACK A LARGE FLEET BY ITSELF. THE TIME THE ENEMY SPENDS BLOWING IT UP WILL OFFER A BIT OF PRECIOUS TIME.

HOWEVER, THE DRONES CAN'T BE CONTROLLED OR DIRECTED, SO THE HIVE FRIGATES DON'T PROVE VERY EFFECTIVE IN THIS MISSION.

It's likely that the assault team will have more than a few ships on their tails. Avoid stopping to fight unless it's absolutely necessary.

Unite the fleet and prepare to move toward the Proximity Sensor wall where the collectors entered (they'll come back out the same way).

For this stage, you want as many ACVs as possible (about two dozen), two Ramming Frigates, four Workers, one Processor, and a couple of captured frigates.

THE OPPOSITION GETS REALLY THICK NOW. DON'T WORRY ABOUT DOMINANCE, JUST SURVIVAL.



You see several large squadrons coming your way; try to deal with them individually. In this stage, you're set upon by several large wings of Interceptors and mixed groups consisting mostly of Ion Cannon and Assault Frigates. Multigun Corvettes appear on their own and as escorts.

Once you've united your fleet, move it inexorably toward the Proximity Sensors wall at the point where the Collectors entered—it appears in the Sensors Manager as a cleared path between the wall and the planet.

Keep very tight control over your fleet as the attack waves roll in. Stay in a defensive shell as much as possible, using your more mobile ACVs as a human shield around your Command Ship—this is where the Sentinels might prove effective.



GET THE GRAVWELL GENERATORS OUT OF THE WAY
WITH RAMMING FRIGATES.

Use the Ramming Frigates to push away Imperial Gravwell Generators or the odd Destroyer that catches your scent.

The collectors reach the planet's checkpoint after six minutes. A cutscene shows that the codes you stole were thankfully legitimate—and the collectors haven't been blown summarily out of the sky.

WHEN YOU SEE THIS SCENE, IT MEANS YOU NOW
HAVE TO HOLD ON FOR SIX MORE MINUTES.

If you still have any ships left in the battlefield at this point, you've fulfilled this objective.



PART III: MISSION WALKTHROUGHS



OBJECTIVE 4: ENGAGE TAIIDAN PLANETARY GUARD

After the cutscene, the collectors disappear from the Sensors Manager for about *three minutes*. During this time, you have to not only survive, but move your ships into position to rendezvous with the collectors as they leave the planet. Your job is to engage the Taiidan forces long enough for the insertion team to make planetfall.



THE COMMAND SHIP SHOULD BE VERY NEAR THE WALL BY THE TIME THE COLLECTORS REAPPEAR.

The first step in getting the Collectors aboard the Command Ship is to position the *Kann-Lan* as close as possible to the Sensor wall. This significantly shortens the trip for the collectors and the gauntlet they'll be forced to run. If the *Kuun-Lan* isn't at the wall when you receive the message from the collectors, there's scant chance they'll make it back.

NOTE

A CUTSCENE INFORMS YOU THAT THE COLLECTORS ARE IN DANGER. BY THIS POINT, HOWEVER, IT MAY BE TOO LATE. WATCH THE CLOCK AND THE SENSORS MANAGER CLOSELY; WHEN THE BLUE BLIPS REAPPEAR, IT'S TIME TO MAKE YOUR MOVE.

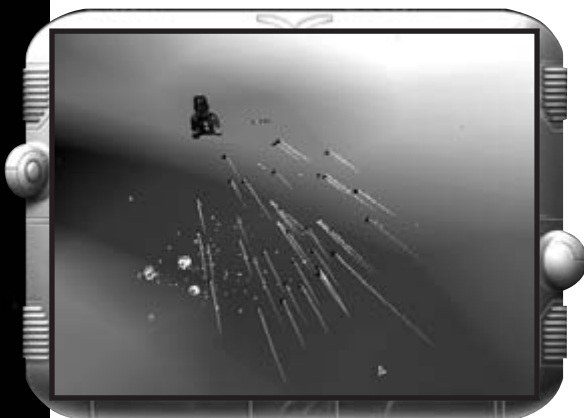
PUNCH THROUGH THE ENEMY LINES TO BE IN POSITION WHEN THE COLLECTORS RETURN.



MISSION 9

The second element of success is having ACV escorts on hand as early as possible during the collectors' return. Send in two large wings of ACVs as soon as (or even before) the collectors reappear. Thus, they'll arrive in time to protect them when the proverbial Beast droppings hit the fan.

When the Collectors reappear, dispatch two large ACV escorts through the Proximity Sensor wall. Set them to Neutral Tactics so they aren't sidetracked in skirmishes during their rendezvous.



GUARD THESE SHIPS FAITHFULLY OR ALL YOUR EFFORTS WILL BE FOR NAUGHT.

When they arrive, switch one group of ACVs to Sphere formation, and assign it to guard the collectors. Keep the other group in Claw formation and order it to attack any enemy groups that make a play for the collectors.

Before you play white knight to the collectors, however, you have to survive these three minutes. Because survival is the primary goal of this mission, keep your strategies defensive. Unfortunately, this means severe losses and almost constant construction to replenish lost ships. All you need to succeed in the final seconds is the three collectors and a Command Ship with more than 1 percent Health.

IF, BY THE TIME YOU SEE THIS SCENE, YOU AREN'T ALREADY SET TO ESCORT THE COLLECTORS, IT'S PROBABLY TOO LATE.

After the three-minute interval passes, you see a cutscene that introduces the final mission objective. You should already be in position for it. If you've survived this far, the objective is complete.



PART III: MISSION WALKTHROUGHS

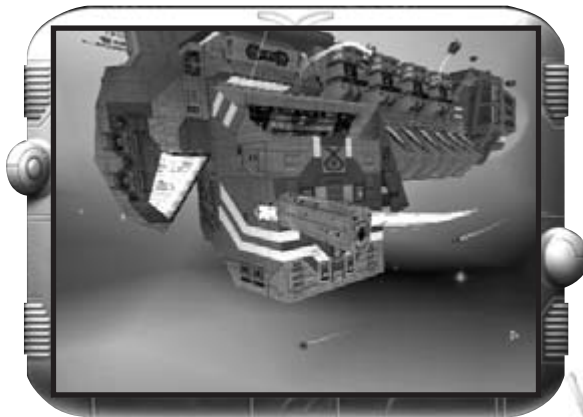


OBJECTIVE 5: PROTECT RESOURCE COLLECTORS

About three minutes after the collectors reappear on the Sensors Manager, their peaceful return is shattered—they're identified as spies. Escort them to ensure the return of *all three* ships.

Place your Command Ship in Neutral Tactics but keep her escorts Aggressive. Next, set a course directly for the collectors.

THE COLLECTORS TAKE SOME TIME TO DOCK, SO BE READY TO PUT ON A BIG DEFENSIVE SHOW IN THE MISSION'S FINAL SECONDS.



When the collectors arrive at the Command Ship (or vice versa depending on how you look at it), they take some time to dock. Send out everything you've got to run interference.

When the last Collector is aboard, quickly click on "Hyperspace" (in the lower left corner of the screen) to blink away to safety.

MISSION 9

MISSION 10: DEBRIS FIELD (KORETH'S RIFT SECTOR)

WHAT STARTS AS A SIMPLE SALVAGE MISSION SOON BECOMES A WAR ON THREE FRONTS. FIRST, YOU MUST GET YOUR HANDS ON A HOTLY CONTESTED BIT OF SPACE GARBAGE. THEN YOU MUST GIVE YOUR COMMAND SHIP TIME TO INSTALL THE WEAPON. FINALLY, YOU MUST USE IT ON THE BEAST MOTHERSHIP ... THAT IS, IF YOU CAN SURVIVE ASSAULTS FROM RAIDER AND IMPERIALIST FORCES IN THE SECTOR. THIS IS YOUR FIRST CAMPAIGN WITH A LARGE FLEET OF STRIKE CRAFT AND FRIGATES. MAKE IT A GOOD LEARNING EXPERIENCE.

OBJECTIVES

1. Salvage Siege Cannon
2. Research Siege Cannon
3. Build Siege Cannon
4. Fire Siege Cannon

RESEARCH

- Ⓢ Advanced Sensors
- Ⓢ Siege Cannon

NEW BUILD

- Ⓢ Siege Cannon

TURANIC RAIDER SHIPS

- Ⓢ Fighter
- Ⓢ Standard Corvette
- Ⓢ Missile Corvette

TAIIDAN IMPERIALIST SHIPS

- Ⓢ Multigun Corvette
- Ⓢ Interceptor
- Ⓢ Destroyer
- Ⓢ Defender
- Ⓢ Heavy Cruiser

THE BEAST SHIPS

- 👁 Interceptors
- 👁 Missile Corvettes
- 👁 Acolytes
- 👁 Attack Bombers

WALKTHROUGH



OBJECTIVE 1: SALVAGE SIEGE CANNON

Send a team of Workers into the debris field to salvage the Siege Cannon. Before setting off on this errand, take a moment to bring in some rocks for the war effort. No attacks occur until you reach the debris field.

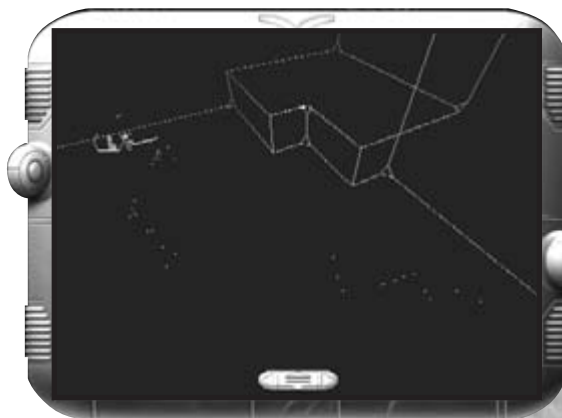
Plenty of resources are right near your starting point, and even more can be found with a little exploration (55 km at bearing 010) in nearby space.

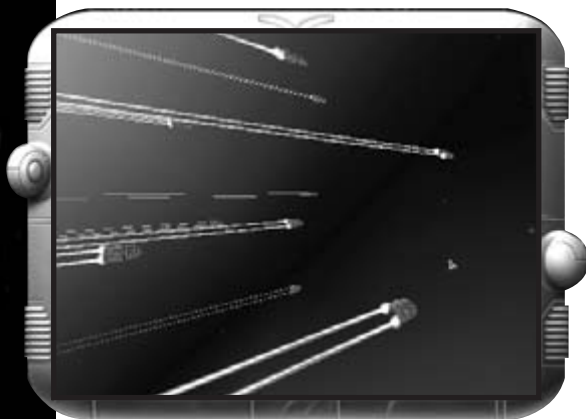
HIDDEN JUST OUTSIDE EXPLORED SPACE IS
ANOTHER RESOURCE FIELD.

Take the time to build up your fleet. You probably took intense losses in the previous campaign, so make sure you rebuild any lost Command Ship modules.

Add a squad of 8 to 10 ACVs to guard the Command Ship while you're salvaging the cannon. Also, make sure you have 5 Workers for the task at hand. Finally, build a couple of Multibeam Frigates to escort your Worker team.

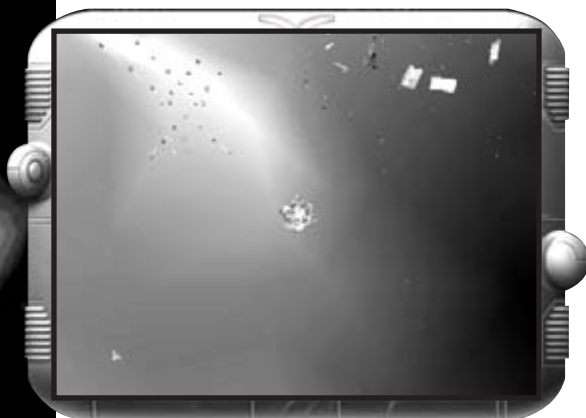
Once you've fully exploited the local resources, send a group of five Workers, with a sizable escort, toward the beacon. Circumstances certainly justify a force of ACVs (two squads), the Multibeam Frigates, and at least a few heavier frigates.





THE RAIDERS WANT THAT CANNON AS BADLY AS YOU DO.

As the cannon comes into view, a Raider fleet reveals itself near the debris field. The Raiders also want the abandoned Siege Cannon. You must deprive them of their prize. A wing of Fighters leads the way, followed by Missile Corvette escorts. The Standard Corvettes are equipped to salvage the cannon.



NOTE

THERE'S A LOT OF DEBRIS IN THIS BELT, MUCH OF WHICH CAN BE TARGETED AND SALVAGED. MAKE SURE YOU DON'T SELECT THE WRONG ITEM OR YOU COULD BE DRAGGING AN INTERGALACTIC SEPTIC TANK WHILE THE RAIDERS MAKE OFF WITH THE WEAPON.

BE SURE TO DEFUSE THE MINES BEFORE ATTACKING.

Approach the Siege Cannon with two squads of ACVs or Multibeam Frigates set to Evasive Tactics. Target the mines surrounding the cannon to clear the way for the Workers.

As you're about to engage the Raider Fighters, some of the debris in the field uncloaks to reveal itself as a large squad of Standard Corvettes.

Set the Workers to salvage the cannon, escorted by the Processor to provide emergency repairs. Use the extra Worker (you only need four to haul the cannon) to heal its compatriots.

PART III: MISSION WALKTHROUGHS

Restore all of your strike craft to Aggressive Tactics and target the Missile Corvettes first. Focus the frigate fire on these ships as well.



YOUR WORKERS ARE LATCHED ON, BUT THEY MAY BE PULLING AGAINST THE RAIDER CORVETTES.

Once these ACV-killers have been neutralized, target the Standard Corvettes one by one. Destroying all Raider craft leaves you free to grab the cannon.

SURPRISE! A FLEET OF ION ARRAY FRIGATES SNEAKS UP ON THE *KUUN-LAN*. GOOD THING YOU LEFT THAT ESCORT BACK THERE.

As the Workers assume control of the Siege Cannon, a fleet of Ion Array Frigates uncloaks near the Command Ship and immediately attacks. Use the *Kuun-Lan*'s ACV escorts (in Sphere formation) to target each enemy ship.



NEW RESEARCH: ADVANCED SENSORS

This upgrade for your ships' sensors permits them to detect enemy Mimics, cloaked ships, and Leeches. It also enables them to see the Health of a high-lighted enemy ship. All existing ships must, of course, be upgraded.

With the Siege Cannon safely docked in the *Kuun-Lan*, the objective is complete.

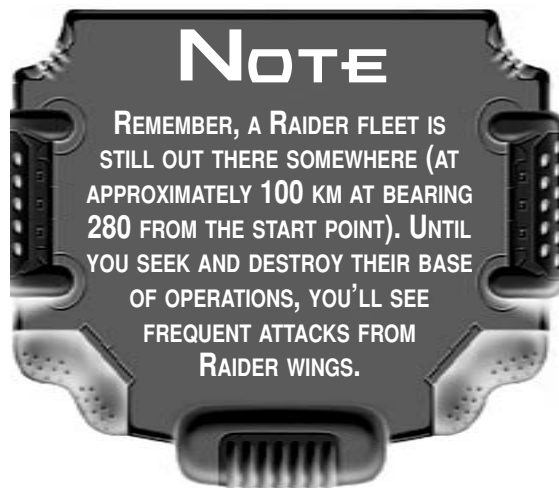


OBJECTIVE 2:
RESEARCH SIEGE CANNON



Research the Siege Cannon in your Weapons Module. Doing so enables you to mount a modified version of it on your Command Ship. The *Kuun-Lan* takes control of the Siege Cannon as soon the Workers bring it into range.

Triggered by this event, a large fleet of Imperial ships arrives. They're outside immediate attack range for the moment, but you must be ready for the coming incursions.



NEW RESEARCH: SIEGE CANNON WEAPON

The research from the Weapons Module is required before you can use the awesome weapon. Begin research immediately to add it to your arsenal. See "Research and the Technology Tree for more details.

Perform some quick repairs and upgrades to prepare for the coming Imperial assault. The incoming fleet contains several Multigun Corvettes, Interceptors, Destroyers, Defenders, and (alarmingly) a Heavy Cruiser.



THERE'S A SCARY-LOOKING IMPERIAL FORCE HEADED YOUR WAY.

First to arrive is the swarm of Interceptors and Multigun Corvettes.

After a very brief respite, you're alerted to the launch of a new Raider attack, but first you must prepare for the frigate wave of the Imperial attack.

When research into the Siege Cannon is complete, the mission objective is fulfilled.



OBJECTIVE 3: BUILD SIEGE CANNON

NEW BUILD: SIEGE CANNON

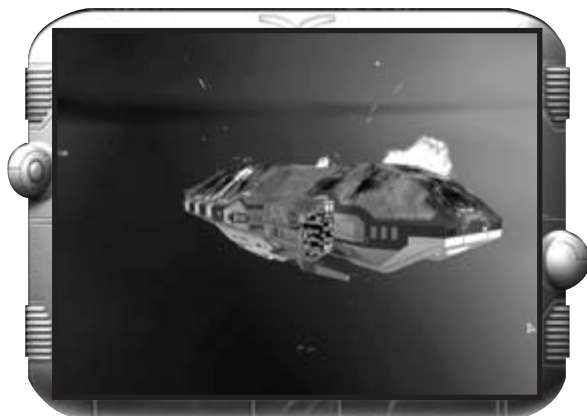
When you finish research on the Siege Cannon, you can (and must) build a mounting for the weapon. Look at the bottom of the list in your Build Manager and initiate construction immediately.

The Siege Cannon is an unusual weapon, functioning differently from all others in the game. Within a range of 35 km, the cannon doles out full damage. Beyond that range, effectiveness drops with distance, eventually reaching maximum range and zero effectiveness.

To target with the cannon, select your Command Ship and start its Special Attack. This gives you what looks like a move tool; the effectiveness of the weapon is shown in red. Set the distance and altitude of the target exactly as you do a destination in the move tool and left click to complete targeting.

It takes time for the cannon to charge and fire its slow-moving shot. When it detonates, the shot sends out shock waves that inflict additional damage within a certain radius—the amount of damage dissipates as the wave moves away from the detonation point.

Immediately initiate construction of the Siege Cannon.



At some point, you'll receive a transmission from the returned *Caal-Shto*. It has arrived with reinforcements (at approximately 100 km, bearing 245). Something, however, sounds wrong.

THE *CAAL-SHTO* DOESN'T LOOK WELL. WAS ALL
THE PROTECTION IN VAIN?

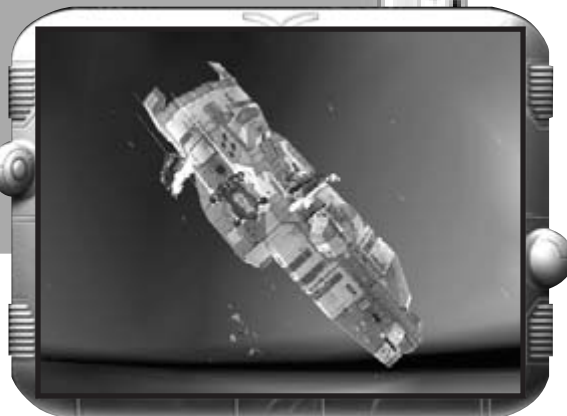
Avoid engaging the second wave of the Imperial fleet if possible. Shortly after its arrival, the horrible truth about the *Caal-Shto* is revealed. It's been undermined by the Beast and has led the way for the arrival of the Beast Mothership. The Imperials disengage with your forces to deal with the Beast. Let them.

You'll probably have to deal with at least the Heavy Cruiser's Interceptor escorts. Draw your forces back to avoid contact with the Heavy Cruiser itself.

TIP

IT'S ACTUALLY QUITE EASY TO SALVAGE THE HEAVY CRUISER FOR YOUR OWN USE. WAIT UNTIL THE IMPERIAL FLEET TURNS TO ENGAGE THE BEAST. THEN, TARGET THE CRUISER FOR SALVAGE AND ATTACK WITH ALL FORCES. YOU MUST HAVE SUFFICIENT SUPPORT UNIT HEADROOM BEFORE THE WORKERS ACCEPT THE SALVAGE ORDER. IF YOU NEED TO CLEAR SPACE, QUICKLY RETIRE OR (IF NECESSARY) SELF-DESTRUCT SOME ACVs. NONE OF THE CRUISER'S ESCORTS WILL ENGAGE DURING THIS ATTACK, SO YOU'VE GOT A FREE PASS. THIS MOVE GIVES YOU A VERY POWERFUL WEAPON AND KEEPS IT OUT OF THE BEAST'S HANDS. BE SURE TO REPAIR THE SHIP ONCE IT'S IN YOUR FLEET.

WAIT UNTIL THE FLEET TURNS TO ENGAGE THE BEAST AND THEN SALVAGE THE HEAVY CRUISER. THE FLEET IS SO INTENT ON THE BEAST THAT IT DOESN'T REACT.



Prevent your fleet from pursuing the Imperials, but be ready for the sudden arrival of a Beast strike team of Interceptors. A second wave contains Missile Corvettes. Subsequent waves contain Acolytes, Attack Bombers, and ACVs.

PART III: MISSION WALKTHROUGHS

When you're finished building the Siege Cannon, the objective is met.

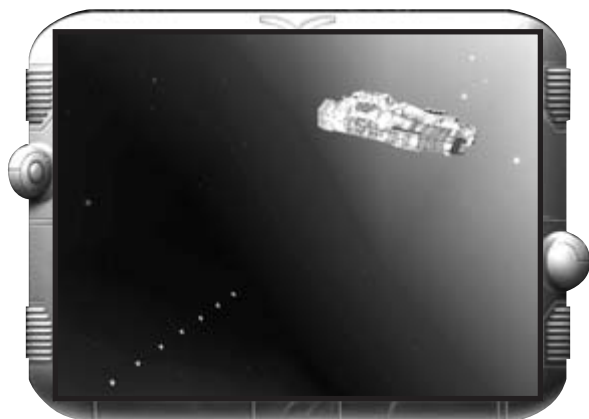


OBJECTIVE 4: FIRE SIEGE CANNON

Attack the Beast Command Ship with the Siege Cannon. This means getting pretty close. That's not the difficult part. The lurking Imperial and Raider fleets that peck away at you are what make things harder at this point.

Therefore, before heading to the Beast, make a play for your other two sources of opposition. Not only does this reduce other threats, it also gives you the opportunity to loot the resources from which both fleets are feeding. If you wait until the Beast is gone to attack these enemies, the fields will be depleted before you arrive.

Start with the Imperial Carrier hovering 110 km from your starting point at bearing 320.



QUIETLY PICK AT THIS RESOURCE FIELD AND
MAYBE ITS IMPERIAL NEIGHBOR WON'T NOTICE.

Bring your entire fleet to the resource field near the Imperial Carrier. Cultivate as much of the rock there as you can without the Imperials noticing. If you get away with all of it, you don't even have to engage the Carrier.

TIP

THE IMPERIAL CARRIER CAN BE ATTACKED
WITH LEECHES.

MISSION 10

If, however, you attract attention, fire a Siege Cannon blast at the Carrier. The blast itself puts a sizable dent in the ship, and the ensuing shock wave should vaporize any Interceptors in the zip code. Move in quickly with the frigates targeted on the Carrier and any strike craft as escorts.

NOTE

IF YOU'RE LUCKY, THE BEAST WILL DO YOUR JOB FOR YOU. IT'S POSSIBLE THAT, WHILE YOU'RE HARVESTING IN THE IMPERIALS' FIELD, A BAND OF BEAST SHIPS WILL BEGIN TO HAMMER ON THE CARRIER. IF SO, YOU CAN JUST PILE ON, WATCH THE FUN, OR SIMPLY GO ON YOUR WAY WITHOUT ENGAGING THE DOOMED IMPERIALS.



THE RAIDER CARRIER IS THICK HULLED AND VERY WELL STOCKED WITH RESOURCES AND STRIKE CRAFT. THOUGH ITS RESOURCE FIELDS ARE RICH, IT'S PROBABLY NOT WORTH THE EFFORT.

Next, begin moving toward bearing 210. The Raider Carrier is anchored here amid three resource fields. Unfortunately, the fields are very close to the Carrier and can't be harvested as long as the large ship and her ion beam are around. You're not

required to knock out this fleet and, frankly, you'll spend more on the battle than you'll make in the resource fields. Better to move on to bigger fish.

TIP

UNLIKE THE IMPERIAL CARRIER, THE RAIDER CARRIER IS EQUIPPED WITH ADVANCED SENSORS THAT CAN DETECT THE ARRIVAL OF YOUR LEECHES.
NO HELP THERE.

Send a Recon to explore the space beyond the Raiders. You may have noted the position when the *Caal-Shto* appeared.

PART III: MISSION WALKTHROUGHS



THE *CAAL-SHTO* IS ANCHORED NEAR THE HORRIFIC BEAST MOTHERSHIP AS IT BELCHES OUT STRIKE CRAFT.

Ease your Command Ship to within the Siege Cannon's 100-percent power range (35 km if your Command Ship and its target are on the same vertical plane). You'll

probably have to fend off several attacks by Beast strike teams during this strategic positioning, but it's nothing a fleet of this size can't handle.

NOTE

IF YOU FAILED TO CAPTURE THE IMPERIAL HEAVY CRUISER EARLIER, YOU'RE ABOUT TO SEE IT AGAIN WITH A NEW PAINT JOB. THE NEW MEMBER OF THE BEAST FLEET MAY ENGAGE YOU WHILE YOU'RE SETTING UP YOUR CANNON SHOT.

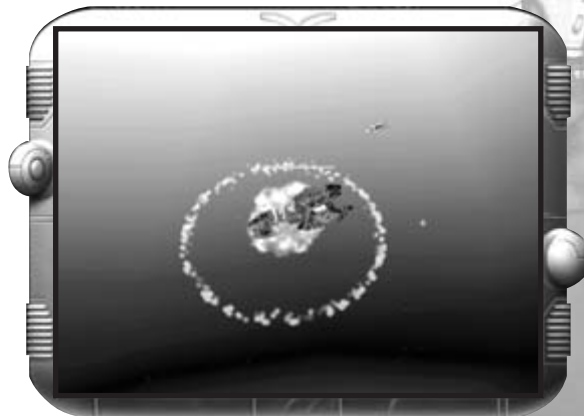
With the *Kuun-Lan* at a full stop, target the Beast Mothership with the Siege Cannon. When you're positioned horizontally and vertically, check the indicator. If it shows less than 100 percent, you need to move closer to the target. When the power reading shows 100 percent, let the shot fly.

You'll have to wait while the weapon charges and the lead-footed blast hurtles its way through space.

When it hits, however, it's gonna do some serious hurt! Right?

THE SIEGE CANNON SHOT CREATES AN IMPRESSIVE EXPLOSION AND VAPORIZING SHOCK WAVE. BUT DID IT WORK?

Wrong. The shot does no damage and the Command Ship and her fleet begin closing on you. Speed out of here and live to fight another day.



MISSION 10

MISSION 11: SYSTEM AZ-23769

YOU MUST PROTECT YOUR COMRADES FROM THE MONSTER YOU'VE COME TO KNOW. NURSE YOUR KIITH-MATE'S COMMAND SHIP BACK TO HEALTH AND THEN BUILD UP YOUR OWN FLEET TO GO TOE-TO-TOE WITH A FULLY STOCKED BEAST CARRIER.

IN THE END, THIS MISSION IS A WAR OF RESOURCE DOMINANCE AND NUMERICAL ADVANTAGE. THE TREAT FOR YOU IS YOUR FIRST OPPORTUNITY TO FIELD A FULL-FLEDGED FLEET WITH SUPER CAPITAL-CLASS SHIPS AND A LARGE GROUP OF FRIGATES.

OBJECTIVES

1. Destroy Beast Ships
2. Repair the *Faal-Corum*
3. Destroy the Enemy Fleet
4. Protect the *Faal-Corum*

RESEARCH

- ⦿ Destroyer Drive
- ⦿ Repair Bots

NEW BUILDS

- ⦿ Carrier
- ⦿ Destroyer

THE BEAST SHIPS

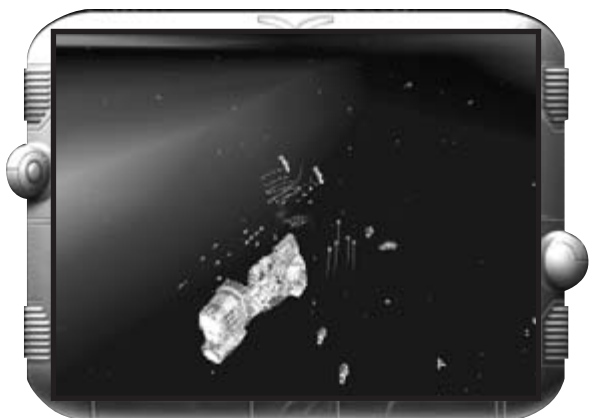
- ⦿ Acolyte
- ⦿ Attack Bomber
- ⦿ Multibeam Frigate
- ⦿ Defense Field Frigate
- ⦿ Carrier

WALKTHROUGH



OBJECTIVE 1: DESTROY BEAST SHIPS

Destroy the Beast ships attacking the *Faal-Corum*. A Hiigaran fleet is under siege by the Beast. Your fellow Hiigarans, however, think *you* are the source of the attack. Prove them wrong by engaging the large enemy fleet buzzing around their Command Ship.



THE *FAAL-CORUM* THINKS YOUR SHIPS ARE ATTACKING HER. PROVE YOUR GOOD INTENTIONS BY BEING THE ENEMY OF HER ENEMY.

Unfortunately, merely attacking their enemies doesn't immediately prove you're a friend and the *Faal-Corum*'s escorts continue to fire on your ships. Place your ships in Neutral Tactics and focus fire on the Beast ships.

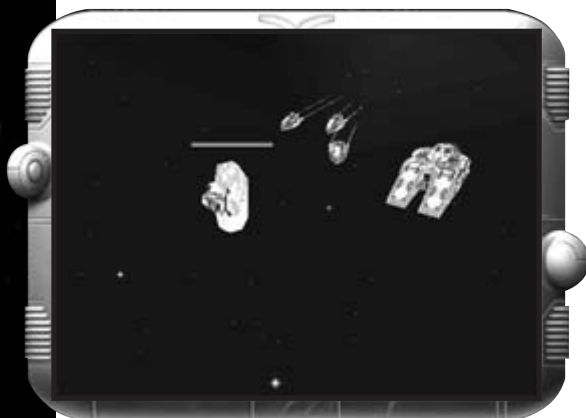
When the Beast fleet is exterminated, your first mission objective is fulfilled.



OBJECTIVE 2: REPAIR THE *FAAL-CORUM*

As is often the case, you don't want to tackle the mission objective just yet because of what it triggers. In this case, once the *Faal-Corum* is restored to a certain level of health, the Beast fleet will arrive.

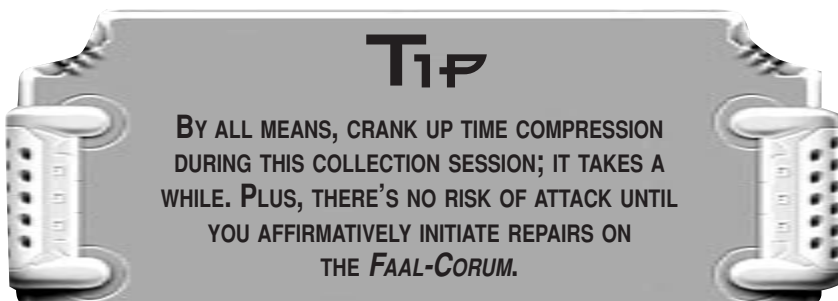
Instead of using your Workers to repair the damaged ship, set them all to strip this very small region of its plentiful, valuable resources.



THE CRYSTALS ARE THE PROVERBIAL GOLD MINE!
GET THEM BEFORE YOU DO ANYTHING ELSE.

Start with the crystals. Remember that you'll need *four* Workers to haul large crystals. Nab those sparkly beauties and then begin gathering the rest of the sector's bounty.

Set a Recon to explore the area for additional deposits of resources. You needn't worry about sending along an escort; there's nobody here except the Hiigarans. For now, that is.



This part takes a long time, but it's worth it. Strategically, you're preemptively depriving the Beast of the resources it needs to defeat you. If you leave resources for the enemy, you'll see a seemingly endless array of frigate probe attacks, distracting you from any thought of an effective assault.

If, however, you cut off the resource line in advance, the attacks will quickly dry up, leaving the Beast dug in for a feeble defensive stand. Which would you prefer?

Once you've exhausted all resources, dispatch your Workers to repair the *Faal-Corum*.



ONLY AFTER YOU'VE COLLECTED ALL THE
RESOURCES SHOULD YOU BEGIN REPAIRING THE
FAAL-CORUM.

TIP

THE MORE WORKERS YOU HAVE, THE FASTER THE
REPAIRS GO.

NEW RESEARCH: DESTROYER DRIVE

Altering existing technology to form powerful drive systems opens a whole new dimension of combat. With this research, you can build your own Destroyers and, even more important, carriers. Carriers permit you to expand your fleet's support capacity beyond what Support Modules provide. Carriers also offer limited building services and full-service docking (repair). See "Research and the Technology Tree" for more details.

NEW RESEARCH: REPAIR BOTS

Your earlier experiments in Micro-Ship Construction bear tremendous fruit as you begin to research these automatic healers. When this research is complete, the Command Ship and every frigate and Destroyer-class ship in the fleet will be equipped with a crew of automated repair drones. The upshot: All upgraded and newly built large ships will gradually and automatically heal themselves over time. The Repair Bots won't repair as quickly as Workers, Processors, or docking, but will provide a bit of insurance in the heat of battle. Repair Bots are (after upgrade) automatically deployed and don't need to be built through the Building Manager. In fact, you won't ever actually see them in the field. See "Research and the Technology Tree" for more details.



BEFORE YOU CAN NURSE YOUR FELLOW COMMAND SHIP BACK TO FULL HEALTH, THE BEAST ARRIVES.

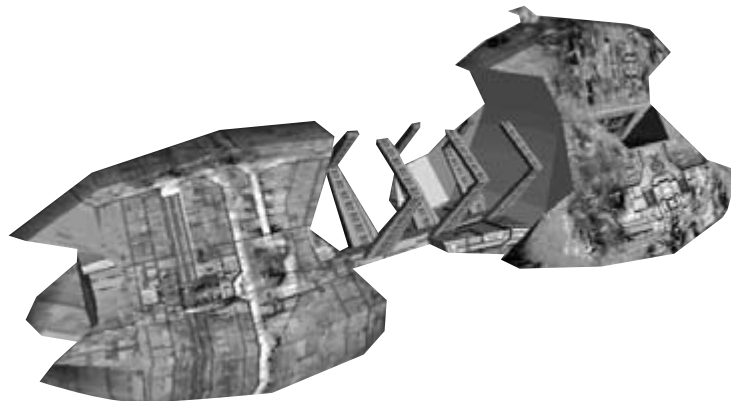
When the *Faal-Corum* reaches 70 percent Health, a large Beast Fleet (led by a subverted Imperial Carrier) hyperspaces into the region. At this point, the mission objective is complete.



OBJECTIVES 3 AND 4: DESTROY ENEMY FLEET AND SUPPORT THE FAAL-CORUM

The Beast Fleet is anchored about 50 km away from the *Faal-Corum* at bearing 072.

The first things to pop up on your Sensors Manager are Cruise Missiles. Unfortunately, the *Faal-Corum*'s escorts impetuously head out to their doom. Those that aren't hit by the Cruise Missiles try to take on the carrier. That's a few more ships for the Beast.

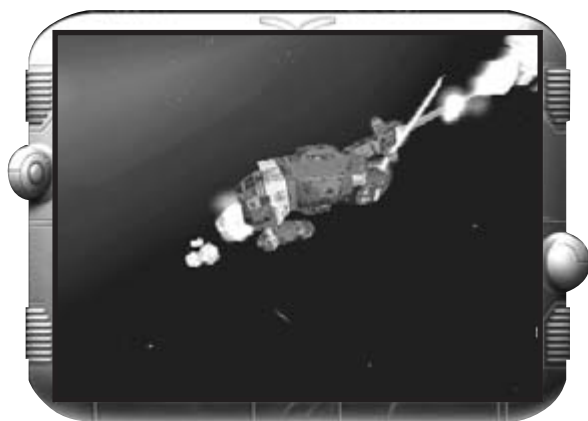




NOTE

THE BEAST FLEET IS EQUIPPED WITH ADVANCED SENSORS. AS SUCH, NONE OF YOUR RELIABLE SPYING METHODS ARE MUCH HELP. YOU CAN'T USE MIMICS OR LEECHES (IN SPY MODE), AND ANY RECONS YOU LEAVE NEARBY EVENTUALLY WILL BE CHASED OFF.

YOUR BEST BET IS THE LAST CHOICE. PARK RECONS IN SCANNER RANGE, SET TO EVASIVE TACTICS. IF THEY GET CHASED OFF, MOVE IN ANOTHER SHIP TO REPLACE THEM. IT'S VERY IMPORTANT TO KEEP AN EYE ON THAT CARRIER!



THE *FAAL-CORUM*'S ESCORTS JUST WON'T LISTEN. IF THEY DON'T SURVIVE THE INITIAL CRUISE MISSILE ASSAULT, PUT THEM OUT OF THEIR MISERY QUICKLY.

You can minimize the damage by accompanying these ships and destroying the Cruise Missiles as they come in. If one of the escorts is hit, force fire on it before it turns and attacks you.

The survivors of this foolhardy mission continue toward the carrier. Follow them no further.

Return to the Command Ship, where you'll spend the next several minutes building up a fleet worthy of an assault on a carrier.



NEW BUILDS: CARRIER AND DESTROYER

You've finally gotten to the big time! These are the big daddies of the fleet (until you get your sweaty paws on a Dreadnought, that is).

The Carrier serves many of the same functions as the Command Ship. It can build ships (except Capital Ships), repair, upgrade, dock, and process resources. It's also borderline invulnerable and can't be subverted by a Beast infection beam.

Carriers also serve to expand your fleet-wide support capacity. If you're bumping against this limit (which you surely are), Carriers (with Support Module expansions) will provide relief even if you don't use the ships themselves.

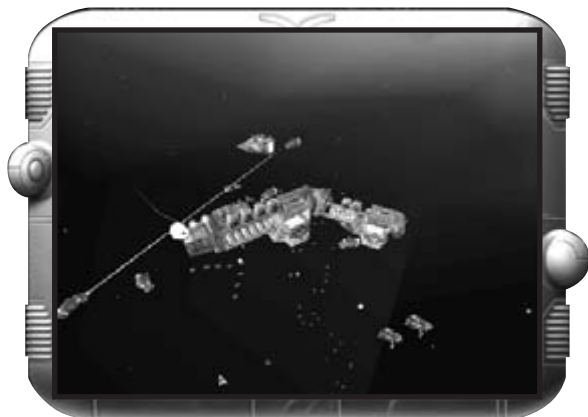
Destroyers form the new core of your fleet. They can fire in almost any direction, even when on the move, and can take quite a beating. Their secondary missile attack is an outstanding follow-up to the turret-mounted railguns. Just put them behind a Sentinel shield and send them in. What more could you want?



Start construction on a Carrier the instant they become available. While you're at it, place a Destroyer in the line, too.

ORDER THE *KUUN-LAN* TO GUARD THE *FAAL-CORUM*. FORCING THE BEAST TO ATTACK ONE LARGE TARGET INSTEAD OF TWO SMALLER ONES MAKES YOUR DEFENSE MUCH EASIER.

PART III: MISSION WALKTHROUGHS



Order the Command Ship to guard the *Faal-Corum* and move your entire defense force close to these larger ships. This way, you don't have to split your forces.

KEEP YOUR FLEET CLOSE TO THE
COMMAND SHIPS.

The second Beast assault is a bit more serious. Cloaked Fighters, Cruise Missiles, Ramming Frigates, Multibeam Frigates, and Hive Frigates are barreling toward your fleet. Leave the Hive and Multibeam Frigates to your Multibeams and go after the Ramming Frigates with ACVs (in Sphere formation, Evasive Tactics).

THIS COMBINATION OF SHIPS IS VERY DANGEROUS.
KEEP YOUR HEAD AND CHOOSE YOUR TARGETS
WISELY. ALSO, BE ON CONSTANT LOOKOUT FOR
CRUISE MISSILES.

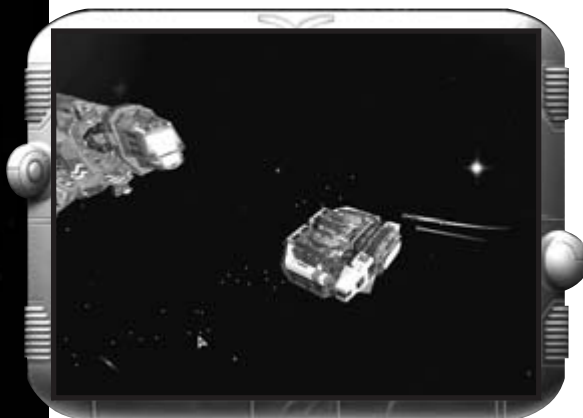


TIP

**AN EMP BLAST CAN FORCE RAMMING FRIGATES
TO STOP.**

When your Carrier is ready, move it up to guard your frigate group. Its weaponry isn't world class, but it can't hurt. Plus, it might attract fire away from more vulnerable ships.

MISSION 11



ONCE YOU HAVE A CARRIER, YOU CAN START TO MOVE YOUR FLEET AWAY FROM THE *KUUN-LAN* AND *FAAL-CORUM*. THE CARRIER SERVES ALL OF THOSE SHIPS' MOST ESSENTIAL SERVICES.

TIP

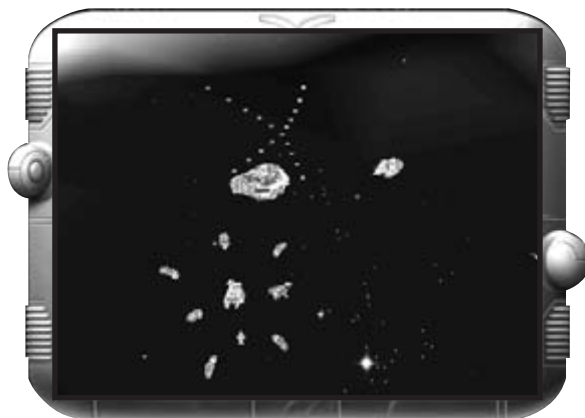
ALWAYS KEEP AN MCV OR TWO AROUND YOUR FLEET. ITS EXPLOSIVE KAMIKAZE ASSAULT IS A GOOD LAST-DITCH ATTACK.

Watch your Sensors Manager. At some point while you're tussling with the Beast frigates in each wave, another volley of Cruise Missiles will appear. If necessary, break off the battle and stop them before they infect any of your ships.

Subsequent waves will feature smaller combinations of the same ships. Usually, they're followed by a Cruise Missile attack. Be alert.

By now you should be getting your Carriers and Destroyers on line. Be sure to add as many Support Modules to your carriers as you can afford.

NOW THIS IS A GOOD-LOOKING FLEET!



PART III: MISSION WALKTHROUGHS

Ideally, you want to make your move on the Beast Fleet only when you can boast two Destroyers and at least one Carrier (two are better). Of course, you'll require a full complement of Multibeam Frigates, some Hive Frigates, and a couple squads of ACVs.

With all that in your corner, this is the best time to attack!

If you totally stripped the region bare of resources before the Beast arrived, the enemy will eventually start to run out of funds. You'll know this has happened when the flow of attackers drops off, and you see nothing but Cruise Missiles.

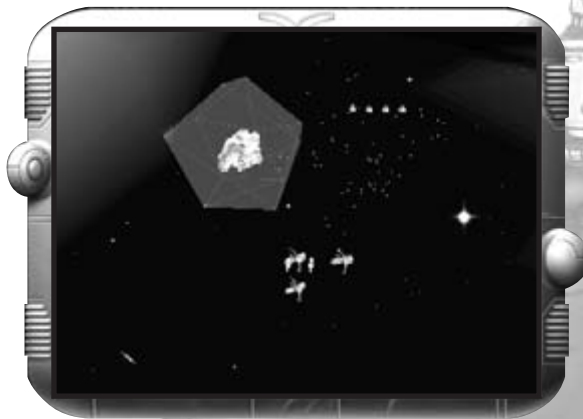


IF YOU SUDDENLY SEE NOTHING BUT CRUISE MISSILES, YOU'VE GOT THE BEAST RIGHT WHERE YOU WANT IT.

At this point, start to advance. Lead with the Destroyers (if possible, with a partial Sentinel shield in front of each). Escorting them should be all of your Multibeam Frigates and Hive Frigates in Wall formation.

Bring the Carrier(s) along as escorts for repair and building purposes during the battle.

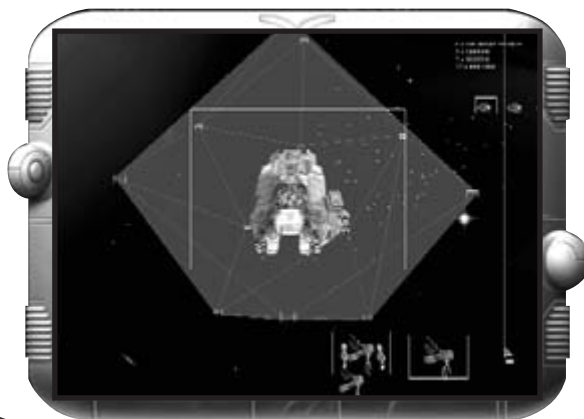
THE DREGS OF THE BEAST FLEET DON'T LOOK LIKE ANYTHING YOU CAN'T HANDLE.



MISSION 11

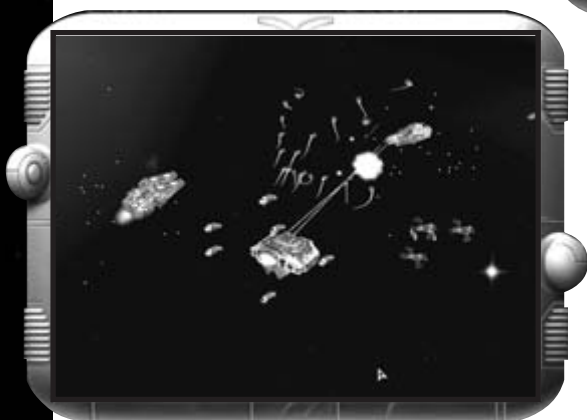
The remaining Beast Fleet consists of the Carrier, some Workers, Ion Array Frigates, Defense Field Frigates, and an array of Sentinels making up the Carrier's force field.

BAND-SELECT SOME OF THE SENTINELS IN THE CARRIER'S FORCE FIELD. SLAUGHTERING THESE MICRO-SHIPS OPENS THE CARRIER TO YOUR MAIN ATTACK.



As the attack fleet nears the Beast Carrier, use the ACVs to target the individual Sentinels projecting the Carrier's force field. You'll probably lose this wing of fighters, so start a new batch in your accompanying Carrier.

POUND ON THE CARRIER WITH ALL GUNS. THOSE ION ARRAY FRIGATES CAN WAIT.



TIP

REMEMBER, IF ONE OF YOUR SHIPS IS STRUCK BY AN INFECTION BEAM, SELECT IT QUICKLY (WHILE IT'S STILL UNDER YOUR CONTROL) AND SCUTTLE IT.

When its shield is down, target the Carrier itself with all ships. Because the Beast has precious few resources left with which to build, you'll only see a few Cruise Missiles emerge from the Carrier.

Ignore the other ships until the Carrier's hull is breached. Then soften up the remaining ships with EMP shots, and finish them with a hail of fire from your frigates.

Thanks to your good planning and overwhelming numerical advantage, the Beast goes out with a whimper. Your mission is complete.

MISSION 12: TURANIC OUTPOST (KYORI SECTOR)

ASKING PIRATES FOR HELP APPEARS TO BE A FUTILE GESTURE. IT BECOMES PAINFULLY OBVIOUS WHEN YOUR REASONABLE REQUEST FOR HELP AGAINST A COMMON ENEMY IS MET WITH AN INSTANT AND SAVAGE ATTACK. BE ALERT FOR PLENTY OF TRICKERY FROM THE RAIDERS' MIMICKING SHIPS, AND BUILD UP FOR AN ALL-OUT ASSAULT ON THEIR OUTPOST.



MISSION 12

OBJECTIVES

1. Defend Command Ship
2. Attack Turanic Outpost

RESEARCH

- ☉ None

NEW BUILDS

- ☉ None

TURANIC RAIDER SHIPS

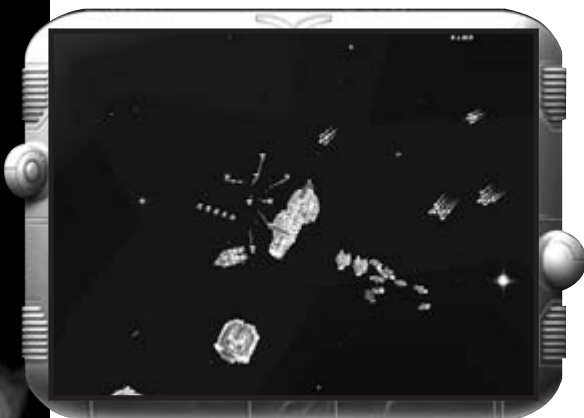
- ☉ Missile Corvette
- ☉ Fighter
- ☉ Standard Corvette
- ☉ Ion Array Frigate
- ☉ Carrier
- ☉ Outpost

WALKTHROUGH



OBJECTIVE 1: DEFEND COMMAND SHIP

Though you'll be tempted to start with the usual routine of organizing, building, and harvesting, wait a moment. Instead, fend off the immediate attack of swarming fighters and Missile Corvettes that are coming your way. Let the Multibeam Frigates do most of the work while the ACVs shock the Raiders with EMP shots.



HIS FIRST WAVE IS JUST TO SEE IF YOU'RE
PAYING ATTENTION.

Build a team of eight Leeches. When they're complete, send them together toward the beacon representing the Turanic base (100 km at bearing 230). Order the Leeches to vent the Raider carrier. It should be nothing but space debris by the time you make your assault.

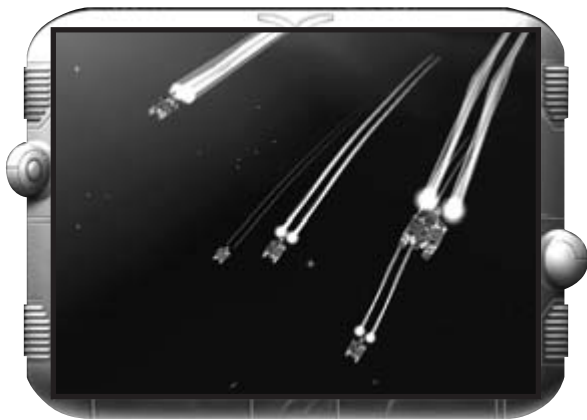
ATTACH AS MANY LEECHES AS POSSIBLE TO THIS
RAIDER CARRIER. MAKE HER PAY FOR NOT
INVESTING IN THOSE ADVANCED SENSORS.

Okay, with that minor detail taken care of, we can begin all the normal activities, except harvesting. The nearby resource fields are mined—and they contain other surprises, too.



PART III: MISSION WALKTHROUGHS

Send your ACVs (or even better, your Multibeam Frigates) to the resource field nearest your Command Ship (20 km at bearing 135) to clear out the mines.

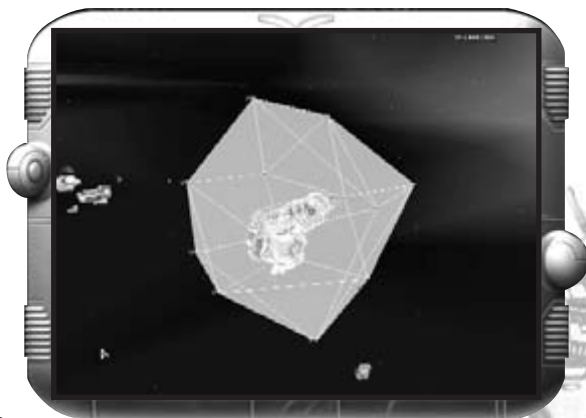
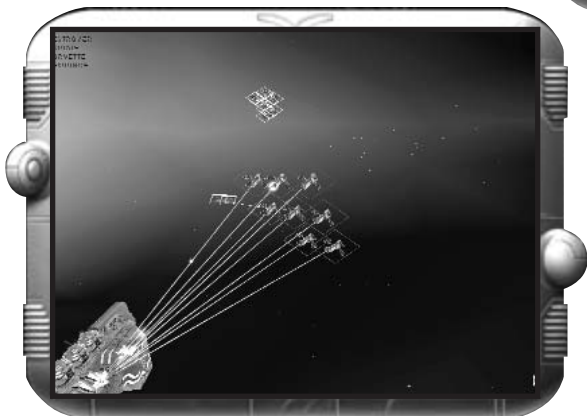


THE ONLY HIIGARAN SHIPS IN THIS REGION ARE YOURS. ANYTHING ELSE IS A RAIDER IN SOMTAAW CLOTHING.

Approaching this field at the same time is a small school of friendly Acolytes. Because you know very well that you have no friends here and (more importantly) you have Advanced Sensors, you can immediately identify these ships as frauds. Attack them as they're forced to reveal their true identity (Standard Corvettes).

CONSTRUCT A SENTINEL FORCE SHIELD AROUND THE COMMAND SHIP. IT'LL TAKE 12 SENTINELS TO FORM A COMPLETE SPHERE.

Build a team of 12 Sentinels. Once they're all ready, order them to form a force field around your Command Ship. You'll see why in a moment.



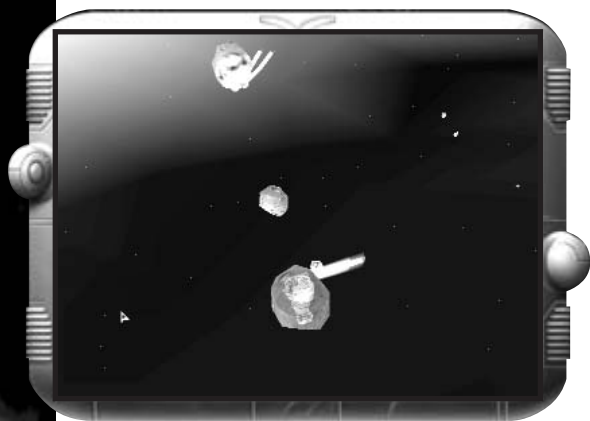
YOU DON'T GET ANY WARNING OF THIS MASSIVE THREAT; THE ION ARRAY FRIGATES SIMPLY APPEAR NEAR YOUR SHIP. BE READY WHEN IT HAPPENS.

MISSION 12

Hold off resource collecting just a bit longer and dig in for an assault on your Command Ship. Without warning, a large fleet of Ion Array Frigates uncloaks next to your Command Ship. Hit them with every gun in your fleet. You may even want to pull your Command Ship away while the Ion Array Frigates are engaged.

Lick your wounds after this punishing assault by repairing any damaged ships and tending to your Command Ship's modules (if any took damage).

You can now patrol the resource fields around your Command Ship with a sizable team of ACVs. Fields can be found at bearings 250 (50 km), 330 (50 km), and 145 (50 km).



SOME OF THOSE ROCKS AREN'T REALLY ROCKS. CLEAN OUT ALL THE RESOURCE FIELDS BEFORE LETTING YOUR WORKERS HARVEST.

These fields contain either mines or some very curious asteroids. These rocks seem to register in your Sensors Manager as enemies. That's because those asteroids are disguised

Standard Corvettes planning to ambush unsuspecting Workers. Foil their fiendish plan by sending in the ACVs or Multibeamers first.

With the resource fields cleared, send out the Workers with a respectable ACV escort.

Meanwhile, begin to shore up your fleet for the offensive. Bulk up heavily on Multibeam Frigates. You'll also need a couple of medium-to-large wings of ACVs and, of course, a couple of Destroyers. At least one Carrier should come along to provide support and emergency shipbuilding.



PART III: MISSION WALKTHROUGHS



THE LEECHES SAVE YOU A LOT OF TROUBLE
WITH THAT CARRIER.

While you're at work on this project, the Leeches should be finishing their work on the Raider carrier. Once the carrier is destroyed, the Raiders can no longer build ships.

If any Leeches remain after the blast, adjust them to spy duty and attach them to one of the Ion Array Frigates guarding the Raider Outpost. Thus, you can continue to see into the Outpost.

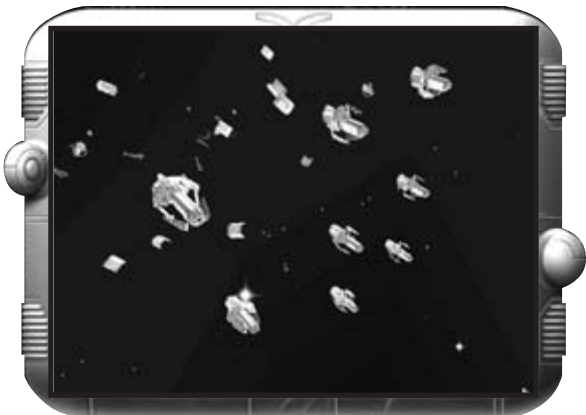
TIP

MAKE SURE TO TELL YOUR WORKERS WHERE TO
HARVEST OR THEY MIGHT GO FOR THOSE LARGE
FIELDS NEXT TO THE RAIDER BASE.

When you've hauled in all the resources near your fleet, it's time to go on the offensive. This objective is incomplete until you've subdued the Raider Outpost.



OBJECTIVE 2: ATTACK TURANIC OUTPOST

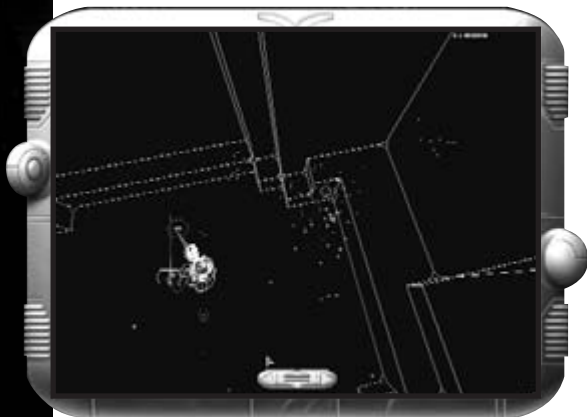


Be sure to use a well-rounded attack force. Set all of your ships to guard the Command Ship. This positions most, if not all, of your ships inside the Command Ship's force field.

BYPASS THIS DEFENSE WALL BY STARTING YOUR
ATTACK FROM THE SIDE.

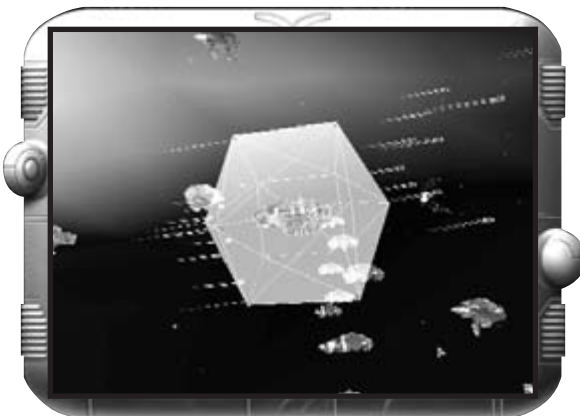
MISSION 12

There's a large wall of Ion Array Frigates between your fleet and the Raider Outpost. Avoid running straight into it if possible. Instead, move your attack fleet toward bearing 165 so you can approach the base from the flank.



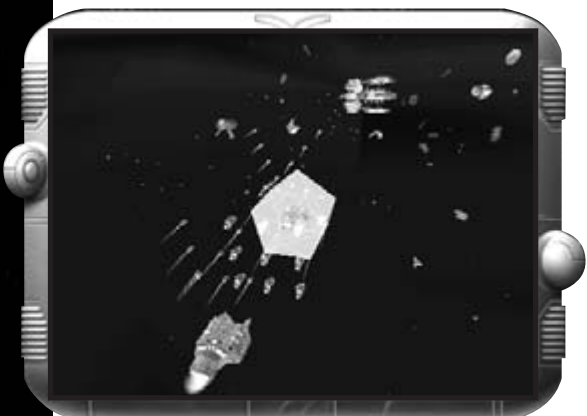
MOVE YOUR FLEET TO THE SIDE TO ATTACK THE RAIDERS FROM THE FLANK THAT HAS FEWER DEFENSES.

Next, move your fleet toward the Raider Outpost. When you're halfway there, stop and rearrange your ships.



MOVE YOUR SENTINEL FORCE FIELDS TO YOUR DESTROYERS AND LET THEM LEAD YOUR FLEET INTO BATTLE.

Remove the force field from the Command Ship and switch it to the Destroyers. Assign six Sentinels to each Destroyer; this gives each a front force field.



Arrange your fleet so that the protected Destroyers lead the way; all other ships should be escorting it.

Leave the Command Ship behind and continue your approach.

TARGET THE MINES FIRST AS YOU APPROACH, THEN BREAK UP YOUR ASSAULT FLEET TO ATTACK APPROPRIATE TARGETS.

PART III: MISSION WALKTHROUGHS

As the Outpost comes into view, you notice that mines surround it. Target them first. Next, go directly for the Outpost with the Destroyers. Band-select all other nearby ships with your Multibeam Frigates to let them decide what to fire at. Use your ACVs and Hive Frigates to clear out strike craft and, next, the Ion Beam Frigates that guard the base.



REINFORCEMENTS? DON'T WORRY ABOUT THEM YET.

During the attack, a fleet of Imperial frigates ominously appears nearby.



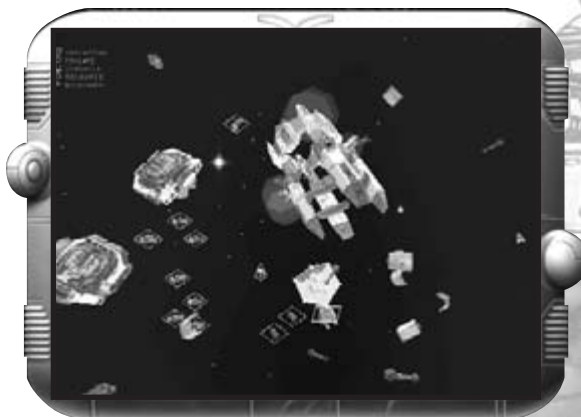
Your treatment of the Outpost seems to give the Imperials pause. They decline to intervene and flee into hyperspace.

THE OUTPOST EVENTUALLY BOWS TO YOUR SUPERIOR MIGHT.

Once the Outpost is sufficiently damaged, it surrenders.

Mop up the resource fields near the Outpost and your mission is complete.

Don't however, bound into hyperspace just yet. There's some important preparation for the next mission.



MISSION 12

First, build up your fleet for a very big Capital Ship battle. This means adding a third Destroyer if you can. It also means shoring up your frigate ranks. Or, instead of another Destroyer, you can leave a little Support Unit headroom for salvaging enemy ships.

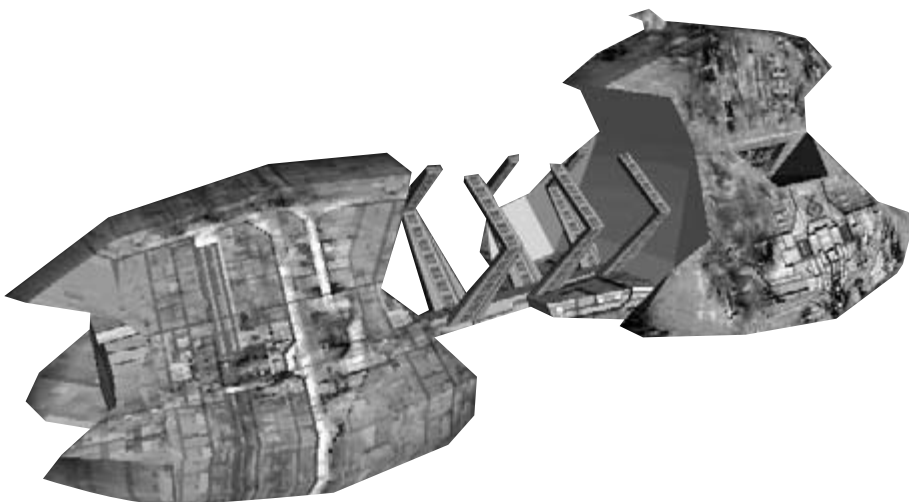
Make sure you have 12 Sentinels constructed. Also, build a team of eight Leeches.

OK, now you're ready for the final trick. Instead of quick docking like you probably normally do, manually dock all of your ships in one of your Carriers. ACVs, Workers, Leeches, Sentinels, Acolytes, Mimics, Recons—they all go in the Carrier, *not* the Command Ship.



CHECK YOUR SYSTEMS MANAGER TO CONFIRM THAT ALL OF YOUR SMALLER SHIPS ARE DOCKED IN THE CARRIER, NOT THE COMMAND SHIP.

When everyone is safely docked in the Carrier, head into hyperspace with your pirate prisoners.



MISSION 13: LOCATION UNKNOWN

YOU'VE BEEN SABOTAGED! DURING THE HYPER-SPACE JUMP, THE KUUN-LAN HAS INEXPLICABLY TAKEN MASSIVE DAMAGE TO SEVERAL OF ITS MODULES. THE MIGHTY COMMAND SHIP CAN NEITHER BUILD NEW SHIPS NOR LAUNCH ANY DOCKED IN ITS SEVERELY DAMAGED HANGAR MODULE. REPAIR THE CRIPPLED SHIP AND, AT THE SAME TIME, WARD OFF THE MOST FEARSOME AND MASSIVE FLEET YOU'VE SEEN THUS FAR. IF YOU'RE LUCKY, YOU MIGHT GET SOME HELP.

MISSION 13

OBJECTIVES

1. Destroy Enemy Fleet
2. Support the *Faal-Corum*

RESEARCH

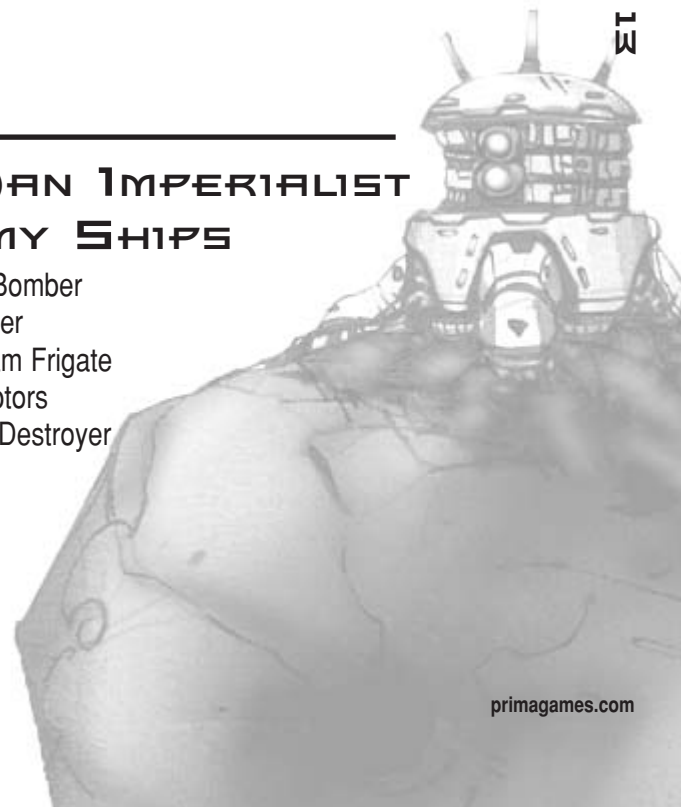
- ☉ None

NEW BUILDS

- ☉ None

TAIDAN IMPERIALIST ENEMY SHIPS

- ☉ Attack Bomber
- ☉ Destroyer
- ☉ Ion Beam Frigate
- ☉ Interceptors
- ☉ Missile Destroyer
- ☉ Carrier

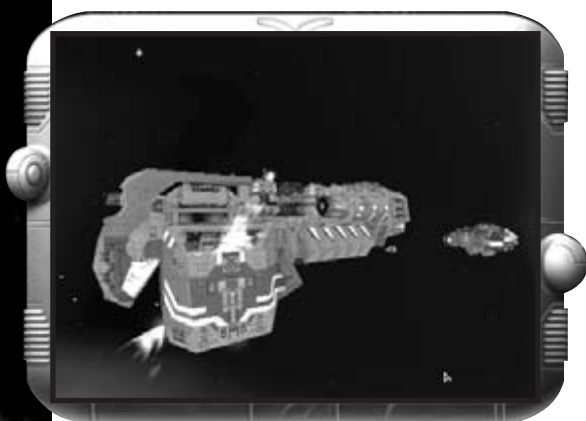


WALKTHROUGH



OBJECTIVE 1: DESTROY THE ENEMY FLEET

Something has gone horribly wrong. Perhaps bringing pirates aboard wasn't the best idea. Whatever the cause, your Command Ship is severely crippled.



THE HORROR! YOUR SHIP IS SPITTING FLAMES AND CAN'T USE ITS HANGAR BAY. IT'S GOING TO TAKE SOME CREATIVITY AND TENACITY TO SURVIVE THIS TRAP.

The Hangar Module, Armor Module, Advanced Engineering Module, and Support Modules are severely damaged while the Engineering Module and at least one Support Module are totally destroyed.

Had you docked any ships in the *Kuun-Lan's* Hangar Module, you would have no access to them until the module is repaired. Fortunately, you docked them all in the Carrier, right?

In any event, you won't be able to construct any new ships from your Command Ship until you can make repairs. That means no Frigate- or Capital-class ships; you can still build anything smaller in your carriers.

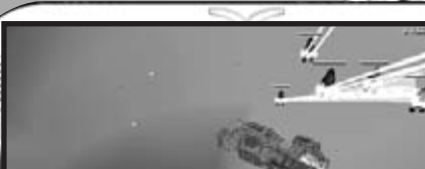
Now is the only remotely quiet moment you'll have to get your ship back in order. Immediately do the following:

1. Initiate construction of a new Support Module and an Engineering Module.
2. Go into your Systems Manager and designate damaged modules for Priority 1 automatic repairs.
3. Launch your Workers and order them to repair the *Kuun-Lan*.



TIP

IF YOU HAVE LEECHES, LAUNCH THEM NOW. SEND THE BLOODSUCKERS TOWARD BEARING 260 (ABOUT 85 KM FROM THE COMMAND SHIP). OUT THERE IS THE CARRIER LAUNCHING THIS ASSAULT. WHEN YOU FIND IT, VENT IT AS QUICKLY AS POSSIBLE. THIS SHIP IS THE ONLY SOURCE OF THE IMPERIAL ATTACK SHIPS; ONCE IT'S DEAD, THE ATTACK WILL STOP FLOWING.



As soon as the Workers are done fixing the *Kuun-Lan*, place them back in the Carrier dock.

MISSION 13

TIP

IF YOU CHOSE TO BUILD RAMMING FRIGATES, ORDER THEM TO TARGET THE APPROACHING HEAVY CRUISERS. HOWEVER, BECAUSE RAMMING FRIGATES TAKE UP SERIOUS SUPPLY UNITS AND REQUIRE SO MUCH MANAGEMENT, YOU MAY PREFER TO WAIT UNTIL LATER IN THIS MISSION—WHEN YOU GET THEM FOR FREE.



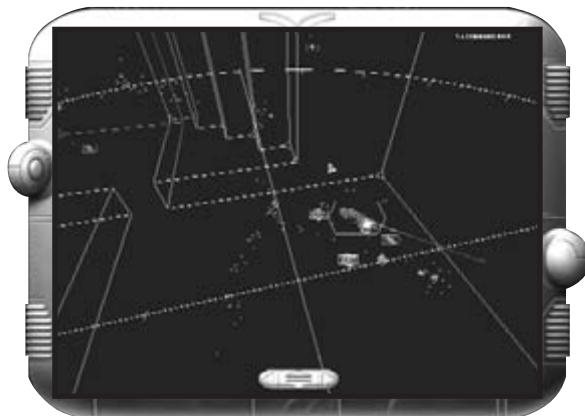
The first wave features Attack Bombers and Interceptors.

THE SECOND WAVE OF THE ATTACK SHOULD MAKE YOUR HAIR STAND ON END. STILL, IT CAN BE MANAGED WITH A LITTLE CREATIVE NAVIGATION.

Heavy Cruisers and Destroyers quickly follow from three directions.

AS SOON AS YOU SPOT THE HEAVY CRUISERS, MOVE THE COMMAND SHIP TOWARD THE CLOSEST ONE. THIS BUYS YOU SOME TIME BEFORE THE OTHER TEAMS ARRIVE.

Start with the closest Heavy Cruiser and send all guns to take it down. As the strike forces move to intercept, move the *Kuun-Lan* in the same direction; this gives you some breathing from room.



TIP

CHECK YOUR SENSORS MANAGER CONSTANTLY TO SEE WHAT THE NEXT ATTACK LOOKS LIKE.

PART III: MISSION WALKTHROUGHS

TIP

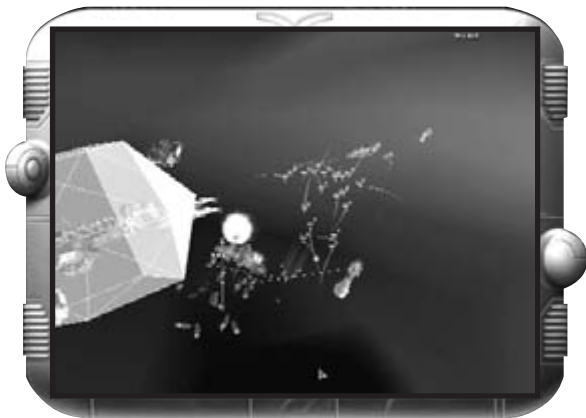
IF YOU LOSE SOME OF THE SENTINELS IN YOUR FORCE SHIELD, PARTS OF YOUR SHIP WILL BE LEFT OPEN. IF THIS HAPPENS—AND IT OFTEN DOES—TURN YOUR COMMAND SHIP FREQUENTLY TO KEEP ITS EXPOSED SIDE AWAY FROM THE LINE OF FIRE.

After taking care of the first cruiser, leave the ACVs to handle the Destroyer (Sphere formation) and move your frigates to engage the next cruiser.

TIP

IF YOU HAVE ENOUGH SUPPLY UNIT HEADROOM, YOU MIGHT BE ABLE TO SALVAGE ONE OF THE IMPERIAL CRUISERS OR EVEN A HEAVY CRUISER.

Continue moving focused fire from one Heavy Cruiser to the next. Only when all three are destroyed should you move on to the Destroyers. The Command Ship and Multibeam Frigates should be able to handle any strike craft wings that arrive.



WHEN ALL THE FIRST-WAVE SHIPS CONVERGE, THINGS GET A LITTLE CROWDED. PAUSE OFTEN TO EVALUATE THE SITUATION AND CHOOSE YOUR TARGETS.

The first wave is over when you've eliminated all the Heavy Cruiser/Destroyer teams.

The respite is short—a new wave of strike craft heads for your fleet.

MISSION 13

TIP

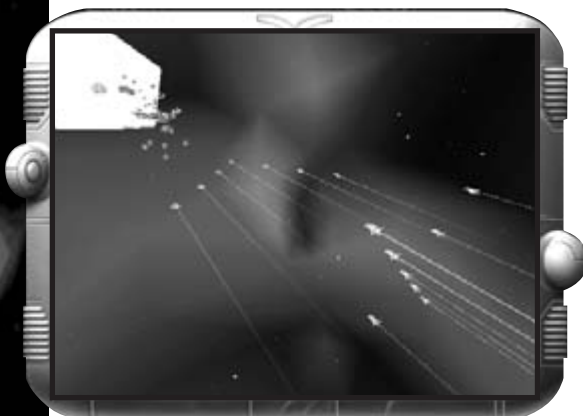
IF THERE'S ANYTHING SPECIAL YOU WANT TO BUILD (SUCH AS MORE **ACVs** OR **SENTINELS**), DO IT NOW. IN

A MOMENT, THE *FAAL-CORUM* WILL ARRIVE AND GRANT YOU CONTROL OF SEVERAL OF ITS FRIGATES.

YOU'LL EVEN GET TO KEEP THEM AFTER THIS MISSION ENDS.

THIS IS A BLESSING, BUT IT HAS A NEGATIVE SIDE EFFECT. ACCEPTING THESE SHIPS PUTS YOU (OR, AT LEAST *SHOULD* PUT YOU) OVER YOUR **SUPPORT UNIT** LIMIT. SO, YOU WON'T BE ABLE TO BUILD ANYTHING WITH YOUR OWN FLEET UNTIL YOU DROP BELOW THE **SUPPORT UNIT** MAXIMUM.

TAKE A MOMENT AND BUILD FROM YOUR OWN HANGARS UNTIL YOU CAN'T SUPPORT ANY MORE. THE *FAAL-CORUM* SHIPS WILL BE PURE GRAVY!



The next wave consists of a Destroyer escorted by Ion Cannon Frigates.

AFTER THE LAST WAVE, THIS ONE SHOULD BE A BREEZE.

This objective continues until all Imperial ships are destroyed.



OBJECTIVE 2: SUPPORT THE *FAAL-CORUM*

As if from heaven, an angel suddenly arrives to aid you. It's the *Faal-Corum* with a large escort fleet. The sister Command Ship grants you control over its most powerful support ships: Ramming Frigates, Ion Cannon Frigates, and Destroyers. The *Faal-Corum's* Acolytes, Workers, and Multibeam Frigates remain under its control.

PART III: MISSION WALKTHROUGHS

TIP

THE IMPERIAL FLEET WON'T PAY MUCH ATTENTION TO THE *FAAL-CORUM* WHEN IT CAN ATTACK YOU. STILL, IF YOU SEE ANY SHIPS CONVERGING ON YOUR SISTER VESSEL, SEND A STRIKE TEAM OVER TO HELP. THERE *SHOULD* BE NO NEED FOR A FULL-TIME ESCORT.



HERE THEY COME TO SAVE THE DAY. THE *FAAL-CORUM*'S REINFORCEMENTS ARE JUST WHAT YOU NEED TO GET THE UPPER HAND.

Use the ships you've been granted well. They provide a substantial edge.

KABOOM! THE LEECHES HAVE DONE THEIR JOB ADMIRABLY AND CUT OFF THE CREATION OF ANY MORE IMPERIAL SHIPS.



About this time, your Leech attack pays off royally as they suck the last drop of life out of the Imperial Carrier. With this momentous event, move your entire fleet toward bearing 250 (the previous location of the Carrier).

MISSION 13

NOTE

IF YOU WERE UNABLE TO LAUNCH THE LEECH ATTACK, THE MISSION WILL PLAY OUT A BIT DIFFERENTLY. AFTER THE *FAAL-CORUM* ARRIVES, SLOWLY PUSH YOUR FLEET TOWARD THE CARRIER (BEARING 240), PAUSING TO ENGAGE EACH WAVE OF ATTACKERS. THE *FAAL-CORUM*-CONTROLLED SHIPS WILL SURGE AHEAD AND LIKELY SEIZE CONTROL OF THE IMPERIALS' RESOURCE FIELD BY TARGETING THE RESOURCE COLLECTORS. FOLLOW BEHIND AND ELIMINATE ANY SHIPS THAT ATTACK YOUR FLEET. AS YOU DRAW NEARER THE CARRIER, TARGET IT WITH EVERY SHIP IN THE FLEET. WHEN IT FALLS, YOU NEED ONLY CLEAN UP THE STRAGGLERS TO FINISH THE MISSION. DON'T FORGET TO HARVEST.

IF YOU CAN'T DO THE LEECH METHOD, AN ALL-OUT ASSAULT ON THE CARRIER IS YOUR BEST BET.

THE FIGHT ISN'T OVER UNTIL THE VERY LAST IMPERIAL SHIPS ARE BUT A DISTANT AND UNPLEASANT MEMORY.

There are several stragglers, mostly of the Destroyer and Heavy Cruiser variety. You won't need to seek them out; they'll find you. Pay special attention to the Missile Destroyer and keep your ACVs away from it.

Once the last Imperial ship is vaporized, this mission is complete. Be sure to harvest the very ample resources now that the battle is over.

MISSION 14: GALACTIC RIM (GULF SECTOR)

THIS MISSION IS PRIMARILY DEFENSIVE. LIKE A PRIZEFIGHTER, YOUR FLEET HAS TO ENDURE PUNCH AFTER PUNCH FROM THE BEAST COMMAND SHIP. AS YOU UNDERGO THIS BRUTAL AND PUNISHING TEST, YOU MUST SIMULTANEOUSLY MANAGE A VERY DELICATE AND STEALTHY INTELLIGENCE OPERATION. CAN YOU DO BOTH?

OBJECTIVES

1. Protect the Command Ship
2. Get a Sample of the Beast
3. Salvage Taiidan Ship

RESEARCH

- ☉ Advanced Destroyer Drive

NEW BUILDS

- ☉ Dreadnought

TAIIDAN IMPERIALIST SHIPS

- ☉ Defender
- ☉ Multigun Corvette
- ☉ Heavy Cruiser
- ☉ Gravwell Generator
- ☉ Assault Frigate
- ☉ Interceptors

- ☉ Attack Bombers
- ☉ Missile Destroyer
- ☉ Destroyer
- ☉ Ion Cannon Frigate
- ☉ Support Frigate

BEAST SHIPS

- ☉ Beast Command Ship
- ☉ *Naggarok*
- ☉ Multibeam Frigate
- ☉ Sentinel
- ☉ Cruise Missile
- ☉ Acolyte
- ☉ Ramming Frigate
- ☉ Multigun Corvette
- ☉ Attack Bomber
- ☉ Missile Corvette
- ☉ Hive Frigate
- ☉ Heavy Cruiser
- ☉ ACV
- ☉ Cloaked Fighters

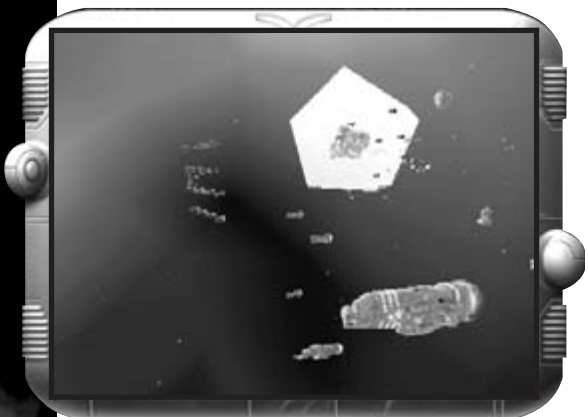
MISSION 14

WALKTHROUGH



OBJECTIVE 1: PROTECT THE COMMAND SHIP

Most of this mission is pure self-preservation. You must dig in deep at your starting position and avoid being spread out by the near-constant stream of attackers.



PLACE YOUR FRIGATES IN TWO GROUPS IN FRONT OF THE *KUUN-LAN*.

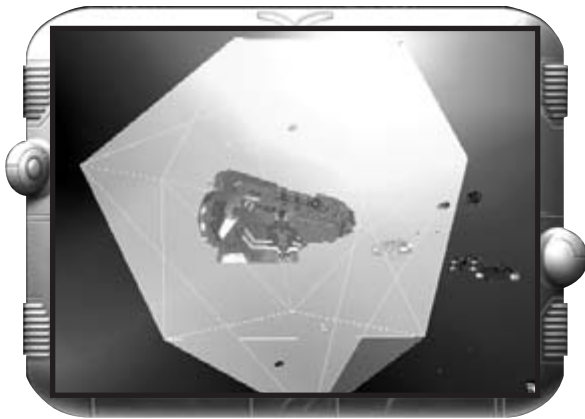
It won't be easy. Begin by placing your frigates in front of the Command Ship in two groups in Wall formation. These are your first and, if all goes well, only lines of defense. Keep a wing or two of ACVs around for EMP duty.

NOTE

THE GOOD NEWS IS, FOR REASONS WE CAN'T DIVULGE UNTIL THE NEXT MISSION, YOU DON'T NEED TO WORRY ABOUT HOW MANY SHIPS YOU LOSE IN THIS DEFENSIVE STAND. THE ONES THAT SURVIVE HERE MAY NOT BE AROUND LONG. WITH THAT IN MIND, DON'T BUILD ANY MORE SHIPS THAN YOU ABSOLUTELY NEED TO SURVIVE THIS MISSION. IT'S A WASTE OF RUs TO DO MORE.



PART III: MISSION WALKTHROUGHS



THE SENTINEL FORCE FIELD ACT AS INSURANCE IF ANYTHING GETS BY YOUR FRIGATES.

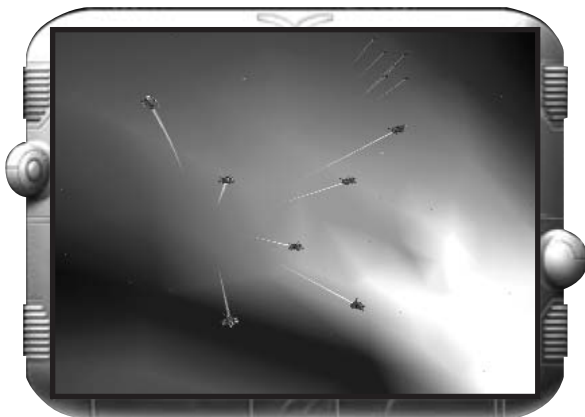
Surround the Command Ship with a Sentinel force field—just as you did in the last mission—and pull it behind the resource field.

TIP

YOU CAN COLLECT THE RESOURCES AROUND YOUR COMMAND SHIP, BUT IT WILL BE JUST ONE MORE DISTRACTION IN THE HEAT OF BATTLE. THERE'LL BE TIME LATER. DOCK YOUR WORKERS UNTIL YOU NEED THEM FOR REPAIR DUTY.

NEW RESEARCH: ADVANCED DESTROYER DRIVE

The Advanced Destroyer Drive is a prerequisite for the construction of the mighty Dreadnought. It also adds greater speed to all of your carriers and Destroyers. Research it promptly and upgrade your ships at the first break in the action. See “Research and the Technology Tree” for more details.



INCOMING! THIS WAVE IS JUST A WARM UP FOR THE STRONGER FORCES WAITING IN THE DARKNESS OF SPACE.

MISSION 14

Around this time, the waves of attacks begin from the Imperial fleet guarding the *Naggarok* (125 km at bearing 200). These first assaults are mostly large groups of strike craft (Attack Bombers, Interceptors, and Defenders).



THE BEAST COMMAND SHIP HAS ARRIVED TO ADD A NEW FRONT TO THIS BATTLE. WATCH OUT FOR THOSE CRUISE MISSILES.

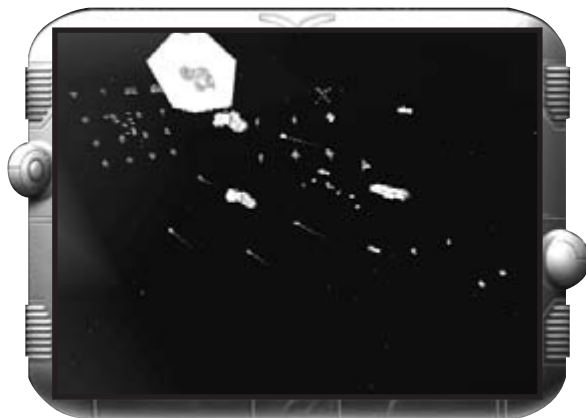
In short order, the Beast Command Ship hyperspaces into the region—one more thorn in your side. She's anchored a hundred kilometers away at bearing 160 and she'll pump out Beast ships for your entertainment.

NOTE

YOU DON'T NEED TO TAKE ON THE COMMAND SHIP. SHE'S THE SOURCE OF THE ATTACK GROUPS YOU'LL SEE FROM THIS POINT ON, BUT THERE'S NOTHING IN THE MISSION OBJECTIVES THAT COMPELS YOU TO ATTACK HER. IN FACT, LET'S JUST SAY IT WOULD BE FUTILE. JUST ABSORB HER PUNCHES AND KNOW THAT YOU'LL GET YOUR CHANCE SOON ENOUGH.

From this point on, you'll be seeing a steady flow of ships from both sides.

IT GETS MESSY AS THE ATTACK FLEETS GET BIGGER AND THE ENEMIES GET STRONGER.



PART III: MISSION WALKTHROUGHS

The next wave holds a Heavy Cruiser, Multigun Corvettes, Assault Frigates, Destroyers, and Defenders. Subsequent waves contain further combinations, including Ramming Frigates, Hive Frigates, Cruise Missiles— just look at the beginning of the chapter for the full list. Can you handle it?

TIP

WATCH OUT FOR CLOAKED FIGHTERS POPPING UP
BEHIND YOUR LINES.

This objective continues until the *Naggarok* leaves the scene.

TIP

THE FASTER YOU GET OUT TO THE *NAGGAROK* AND
RETRIEVE THE SAMPLE, THE FASTER THIS'LL ALL BE
OVER. SO, ONCE YOU GET YOUR DEFENSES SET UP,
GET MOVING ON THE SECOND OBJECTIVE RIGHT AWAY.
YOU'RE GOING TO LEAVE YOUR DEFENSIVE FORCE
MOSTLY TO ITS OWN DEVICES WHILE YOU HANDLE THE
MORE DELICATE OPERATION OF THE *MIMIC* MISSION.
SO DON'T WASTE TIME.



OBJECTIVE 2: GET A SAMPLE OF THE BEAST

To make things interesting, you must split your time between defending your Command Ship and infiltrating the *Naggarok* with one of your Mimics.

The Mimic must dock with the *Naggarok* while it's undergoing repairs from the Imperial Support Frigates. Once inside, the Mimic's pilot will secure a sample of the Beast and return to your ship with his find.

Before you can send a ship bounding toward the *Naggarok*, make sure you knock out the Proximity Sensor array that surrounds the *Naggarok*. That way it won't spot your spy ship for what it really is.

MISSION 14



BRING THE ACVs AROUND THE BATTLE TO THE PERIMETER OF THE *NAGGAROK*'S DEFENSES. SHORT CIRCUIT THE PROXIMITY SENSORS ONE AT A TIME.

Take one of your ACV wings and carefully navigate them toward the beacon representing the *Naggarok* (bearing 190). Be sure to keep them out of the way of ships advancing from the ancient Beast ship.

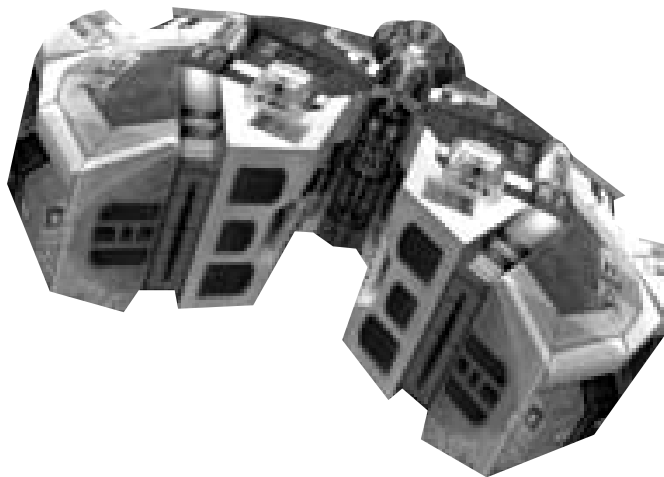
NEW BUILD: DREADNOUGHT

The Dreadnought is the most powerful ship at your disposal. It's literally covered with weaponry and super-thick armor. For all that power, it sacrifices maneuverability and speed, but who cares? The Dreadnought's also expensive and takes a long time to construct. Consult the "Somtaaw Fleet" section for details.

As the ACVs approach the *Naggarok*, you notice a ring of enemy targets surrounding the ship. These are the Proximity Sensors. You must destroy *the entire ring* to allow your Mimics to enter undetected.

Your full ACV squad can take out the first Proximity Sensor it encounters.

Next, split the squad in half and start working your way around the circle in opposite directions, targeting each Proximity Sensor as you go. It's easiest to manage this operation from the Sensors Manager.



PART III: MISSION WALKTHROUGHS

NOTE

THIS ACV SQUAD PROBABLY WON'T MAKE IT BACK TO BASE, SO DON'T FRET TOO MUCH IF THEY TAKE A BEATING AFTER THEY'VE KNOCKED OUT THE PROXIMITY SENSOR RING.



TAKE THE MIMIC SOMEWHERE QUIET AND CHANGE IT INTO AN IMPERIAL SHIP.

When the entire ring is destroyed, bring a single Mimic into an area of empty space between your Command Ship and the *Naggarok*. When you're sure that no enemy ships are around, change the Mimic into an enemy ship of your choice.



NOTE

YOU CAN TELL IF A MIMIC HAS SUCCESSFULLY CHANGED ITSELF BY CHECKING ITS STATUS BAR. THERE SHOULD BE TWO GREEN DOTS NEXT TO THE SHIP'S HEALTH INDICATOR. IF ONE OF THE DOTS IS RED, YOU PROBABLY CHANGED TOO CLOSE TO A HOSTILE VESSEL.

MOVE THE MIMIC RIGHT NEXT TO THE *NAGGAROK* AND IT DOCKS AUTOMATICALLY. IT'LL RETURN AUTOMATICALLY, TOO.



MISSION 14

Move the Mimic close to the *Naggarok* and it automatically docks in her hangar.

After a short time for the Mimic's pilot to do his job, the ship reemerges and automatically docks with your Command Ship. With that, the objective is complete.



OBJECTIVE 3: SALVAGE TAIIDAN SHIP

Soon after the Mimic's return, the *Naggarok* and (though you can't see it) the Command Ship leave the sector. On their departure, you overhear a transmission from the *Naggarok*. They mention a weapon. The *Kuun-Lan* has decided that it must discover what this weapon is.

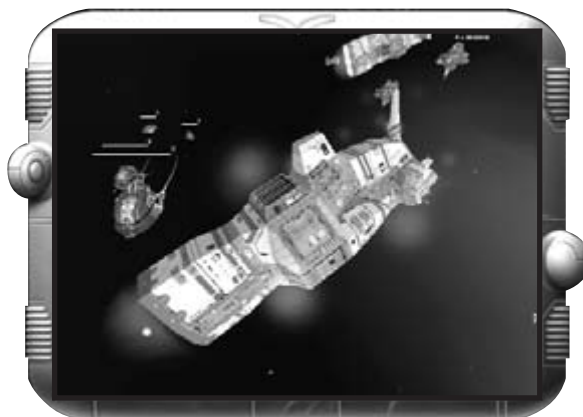


ON ITS WAY OUT, THE *NAGGAROK* DROPS A BIG, FAT CLUE.

To get this information, you have to salvage a Taiidani frigate and interrogate its crew.

It won't take long for a likely candidate to show up. Shortly after the *Naggarok*'s departure, the final incoming attack waves arrive.

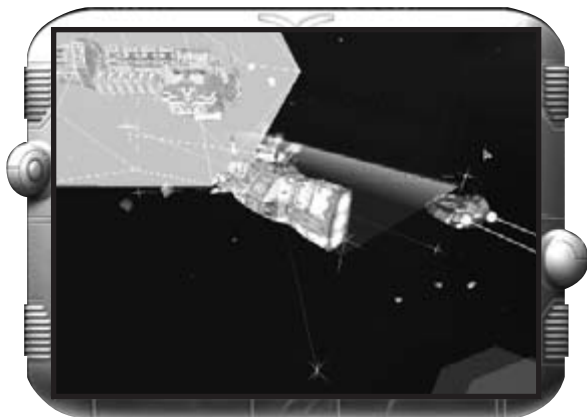
PICK WHICH IMPERIAL FRIGATE YOU WANT TO TAKE AND BRING OUT THE WORKERS FOR A LITTLE THIEVERY.



PART III: MISSION WALKTHROUGHS

On one flank you'll see a Destroyer and, on the other, a cluster of Assault Frigates and a Missile Destroyer. Incoming attack waves will be a cluster of Imperial frigates.

Quickly destroy the Missile Destroyer and then target one of the Assault Frigates. At the same time, activate two Workers and designate the ship for salvage.



AS SOON AS THE ASSAULT FRIGATE HAS BEEN DEFEATED, YOUR WORK HERE IS DONE.

When the ship is in your possession, the objective and the mission are complete. Destroy all remaining Imperial frigates.

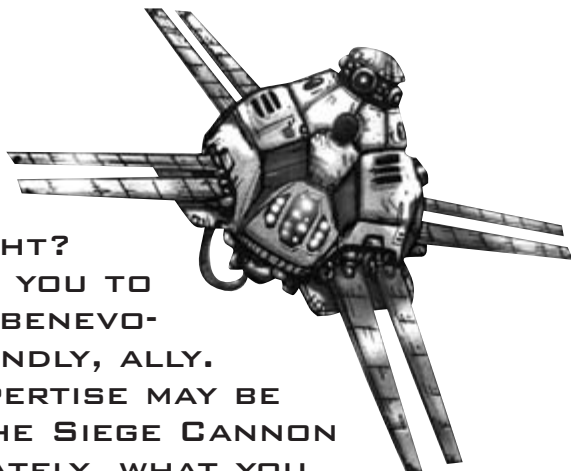
The sector is now empty but for a few stragglers. Feel free to harvest at will. Be careful of the mines near where the *Naggarok* was positioned earlier.

In preparing for the next mission, the key is taking along as little as possible. Go in with a fairly large team of Multibeam Frigates—they're relatively cheap and well suited to the job to come. Make sure you have a full team of Sentinels and some Workers for repair duty.

When you're ready, jump into hyperspace to end the mission.

MISSION 14

MISSION 15: DEEP SPACE (GULF SECTOR)



A CHAT WITH THE BENTUSI SHOULD BE PLEASANT, RIGHT? CIRCUMSTANCES HAVE LED YOU TO SEEK THE ADVICE OF THIS BENEVOLENT, IF NOT EXACTLY FRIENDLY, ALLY. THEIR TECHNOLOGICAL EXPERTISE MAY BE WHAT YOU NEED TO GET THE SIEGE CANNON BACK ON LINE. UNFORTUNATELY, WHAT YOU NEED TO DO TO GET THEM TO HELP YOU ISN'T GOING TO MAKE YOU VERY HAPPY. HOPEFULLY YOU AREN'T TOO ATTACHED TO MOST OF YOUR SHIPS.

OBJECTIVES

1. Destroy Slipgate Nodes
2. Block Slipgate Entrance

RESEARCH

- ⦿ Advanced Fighter Drive
- ⦿ Advanced Frigate Drive
- ⦿ Armor Level 3
- ⦿ Force Field Level 3

NEW BUILDS

- ⦿ None

BENTUSI SHIPS

- ⦿ Super Acolyte
- ⦿ Bentusi Exchange

WALKTHROUGH



OBJECTIVES 1 AND 2: DESTROY SLIPGATE NODES AND BLOCK SLIPGATE ENTRANCE

You must destroy all Slipgate Nodes to collapse the slipgate. Closing the gate keeps the Bentusi from evacuating. If we can't keep them here, then we have no chance against the Beast.

Prevent further Bentusi stations from leaving by moving your Command Ship in front of the slipgate.

It's going to be your job to keep the rest of the Bentusi from fleeing this galaxy to avoid the Beast. Oh, this'll make you *really* popular!

You're going to need protection from the Bentusi ion beam weapons, so get on those two Armor Module topics. Complete the Force Field Research first, then the upgraded armor. You can do the drive technology topics, too, of course, but they won't really help you here.

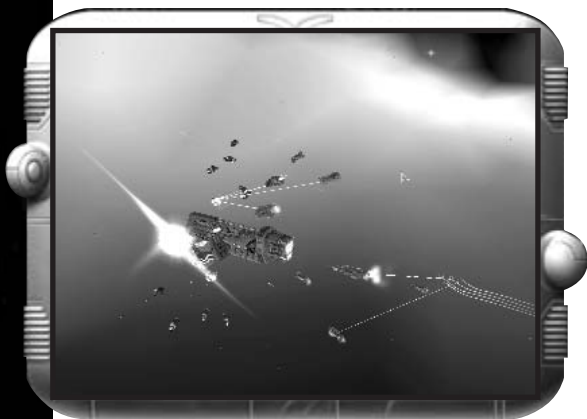
NEW RESEARCH: ADVANCED FIGHTER DRIVE AND ADVANCED FRIGATE DRIVE

Each of these upgrades adds speed and maneuverability to your fighters (Acolytes, Mimics, MCVs, and ACVs) and frigates (Hive Frigates, Multibeam Frigates), respectively.

NEW RESEARCH: ARMOR LEVEL 3 AND FORCE FIELD LEVEL 3

Level 3 armor beefs up the hulls of Sentinels, Workers, Destroyers, Dreadnoughts, Carriers, and the Command Ship to provide protection from energy weapons.

Likewise, the Level 3 force field upgrades the Sentinel-projected force field to provide protection from energy weapons.



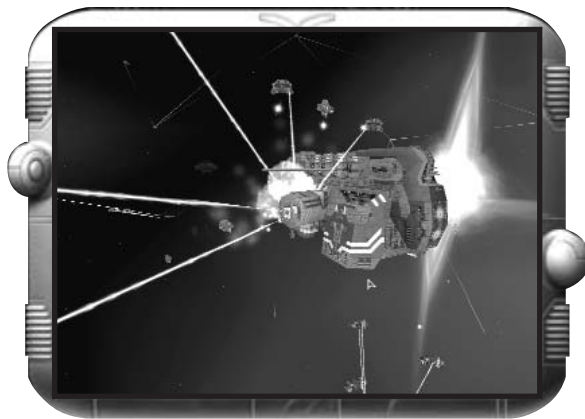
IT STARTS TO GET REALLY CROWDED IN FRONT OF THAT GATE AS YOUR COMMAND SHIP GETS IN THE WAY.

While research is under way, move your Command Ship in front of the slipgate to block the Bentusi ships from escaping. Cover the *Kuun-Lan* with a Sentinel force field.

START ATTACKING THE SLIPGATE NODES BY BAND-SELECTING THEM.

Next, group all of your Frigate- and Capital-class ships and set them to attack the Slipgate Nodes.

Dock everything else in your Command Ship (except the carriers) for safekeeping.



TIP

WHEN YOUR RESEARCH ON THE ARMOR TOPICS IS COMPLETE, UPGRADE THE APPROPRIATE SHIPS QUICKLY. THIS MEANS BRIEFLY DISENGAGING YOUR SENTINELS. AS SOON AS THEY'RE DOCKED, GET THEM BACK OUT AND RESET IN THEIR NEWLY, UPGRADED FORCE FIELD.

When your frigates arrive at the Slipgate Nodes, they'll open fire.

PART III: MISSION WALKTHROUGHS



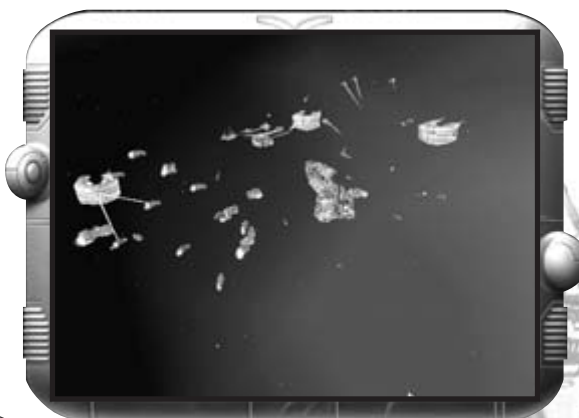
THE SUPER ACOLYTE IS NOT TO BE IGNORED—
ITS FIREPOWER IS AWESOME.

The Bentusi respond by launching squads of some kind of Super Acolyte. They're just as fragile as regular Acolytes, but they pack an ion beam weapon that can breach a Destroyer in a few shots.

Select your frigates, and band-select the Slipgate Nodes *and* the Super Acolytes together. You won't escape damage, but you can minimize it.

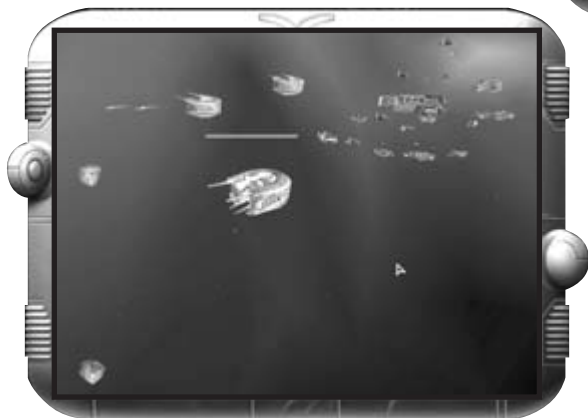
When the Slipgate Nodes are shattered, the gate disappears. Unfortunately, you might just disappear, too, as the remaining Bentusi ships converge on your fleet.

DEFEND YOUR COMMAND SHIP AT ALL COSTS. IT'S
THE ONE VESSEL YOU CAN'T AFFORD TO LOSE.



Focus all frigate fire on any Bentusi ship that attacks your Command Ship and any Super Acolyte wings that buzz in. In the heat of this battle, a philosophical argument breaks out between your ship and the Bentusi.

IT'S STRANGELY QUIET DURING
THE NEGOTIATIONS.



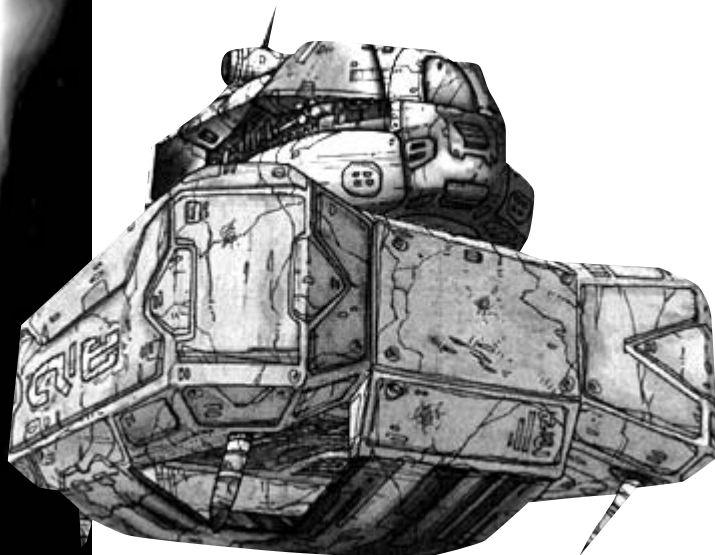
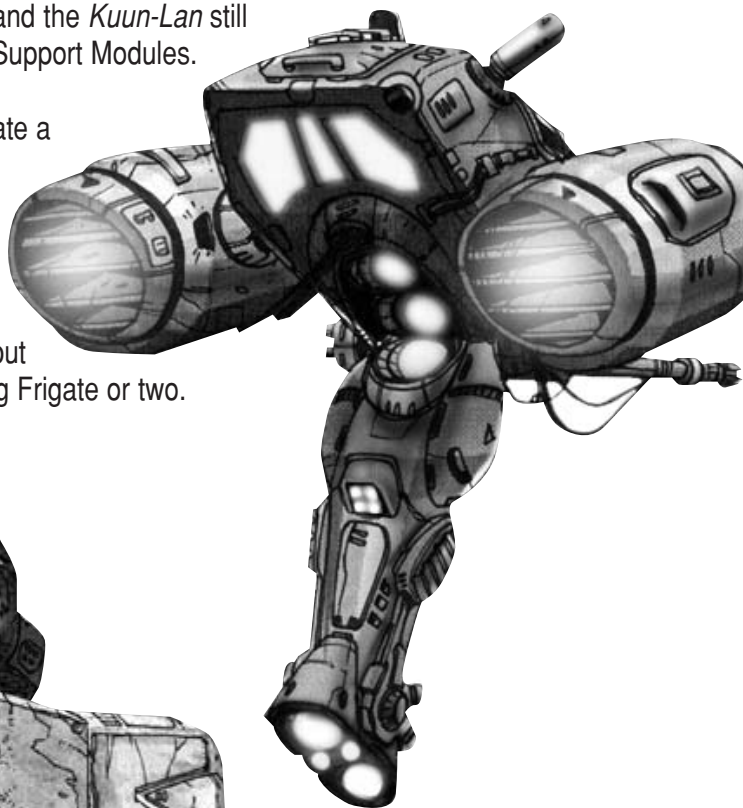
MISSION 15

Eventually, though not soon enough to save large portions of your fleet, the killing stops. An agreement is reached: The Bentusi will assist in the *Kuun-Lan's* plan to repair the Siege Cannon.

In the quiet that follows, take time to harvest the system's resources. Don't forget the crystals. Also, repair and rebuild your fleet before proceeding to the next mission.

Make sure all research topics are complete and all applicable ships are upgraded. Repair any modules on your Command Ship and be sure that both of your Carriers and the *Kuun-Lan* still have their full complements of Support Modules.

Take the opportunity to create a balanced fleet for the next mission. You'll want a couple of Destroyers, a Dreadnought, several Multibeam Frigates, and a small contingent of Hive Frigates. It's a matter of taste, but you should consider a Ramming Frigate or two.



MISSION 16: SOJENT-RA SYSTEM (FAR REACHES SECTOR)

IT'S TIME TO START UNDOING THE HORROR YOU INADVERTENTLY UNLEASHED. IN THIS HARROWING MISSION, YOU MUST FACE THE BEAST COMMAND SHIP (YOUR FORMER LOWER DECK SECTION) AND THE INFECTED CLEE-SAN. NEITHER WILL FALL EASILY BUT, WITH YOUR SIEGE CANNON AND THE EXPERIENCE GLEANED FROM THIS GRUELING CAMPAIGN, YOUR FLEET IS UP TO THE CHALLENGE.

MISSION 16

OBJECTIVES

1. Locate the *Clee-San's* Position
2. Cripple the *Clee-San*
3. Dock Worker with *Clee-San*
4. Harvest
5. Destroy Beast Command Ship Fleet

RESEARCH

- ☉ None

NEW BUILDS

- ☉ None

BEAST SHIPS

- ☉ *Clee-San*
- ☉ Heavy Cruiser
- ☉ Ramming Frigate
- ☉ Recon
- ☉ Interceptor
- ☉ ACV
- ☉ Heavy Corvette
- ☉ Hive Frigate
- ☉ Defense Field Frigate
- ☉ Carrier
- ☉ Worker
- ☉ Sentinel
- ☉ Missile Corvette
- ☉ Acolyte
- ☉ Multibeam Frigate

WALKTHROUGH



OBJECTIVE 1: LOCATE THE CLEE-SAN'S POSITION

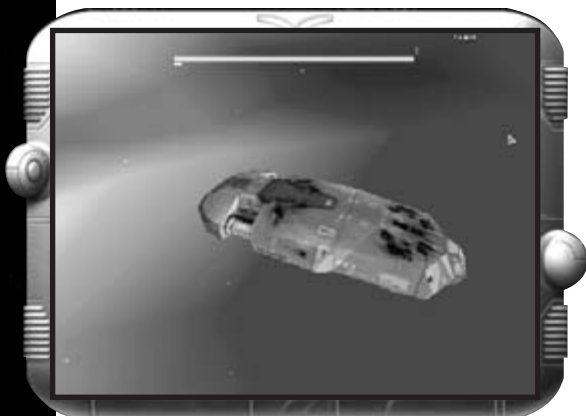
The first order of business is to locate the infected research vessel, the *Clee-San*. You remember her; you saved her life a couple of times. She is now anchored 132 km toward bearing 313.

You have some time to harvest resources if you like. There are even several crystals out there if you explore. However, it's probably best to wait until after the battle to do your resource collecting unless you really need the funds.

TIP

IF YOU'RE IN DIRE NEED OF RESOURCES, GET THE CRYSTALS, BUT LEAVE THE REST FOR LATER. DON'T FORGET TO TAKE ALONG FOUR WORKERS FOR LARGE CRYSTALS AND A PROCESSOR OR CARRIER FOR QUICK CONVERSION.

Although this quiet period lasts a while, it's abruptly shattered after 15 minutes (if you don't expose the *Clee-San*). When the battle begins, you don't want to be worried about your resources. Dock your Workers for now.



SEND OUT A MIMIC OR MCV TO KEEP AN EYE ON THE BEAST FLEET. POSITION YOUR VESSEL NEAR AND BELOW THE FLEET FOR A GOOD AND SAFE VANTAGE POINT.

PART III: MISSION WALKTHROUGHS

Sometime before 15 minutes have elapsed, prepare for the attack by disguising an MCV as an asteroid and move it toward the *Clee-San*. This vessel acts as your early warning system for the coming assault. The closer you get to the *Clee-San*, the earlier you'll see the attack coming.



NOTE

THE *CLEE-SAN*'S FLEET IS EQUIPPED WITH UPGRADED SENSORS, SO THE MCV WILL BE DETECTED IF IT GETS CLOSE ENOUGH. IF, HOWEVER, YOU PARK IT ON A LOWER PLANE THAN THE *CLEE-SAN*, THERE'S LITTLE CHANCE THAT IT'LL BE NOTICED.

THIS COULD BE TOUGHER THAN YOU THOUGHT. THE SIZE OF THE FLEET BACKING THE *CLEE-SAN* IS FORMIDABLE.

When you see the *Clee-San* and her unexpectedly large escort, the first objective is complete.



OBJECTIVE 2: CRIPPLE THE *CLEE-SAN*

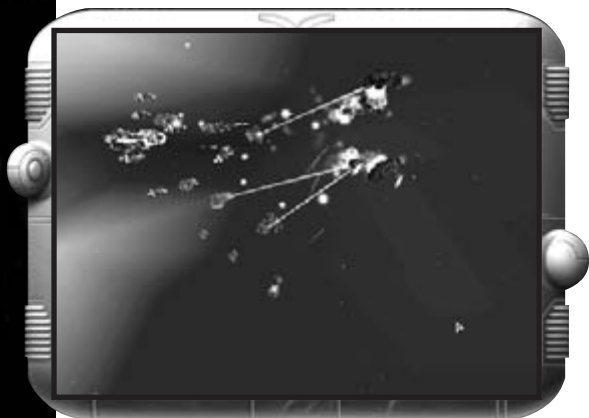
Once the *Clee-San* detects you, you trigger the first attack wave. Cripple the *Clee-San* by firing a single shot from your Siege Cannon. Target the *Clee-San* within the 50 percent range of the weapon.

NOTE

THIS SAME WAVE WOULD'VE SHOWN UP ANYWAY AFTER 15 MINUTES HAD ELAPSED.

MISSION 16





THE FIRST WAVE GIVES YOU A GOOD TASTE OF WHAT'S TO COME. IN FACT, IT ONLY GETS HARDER.

This fearsome assault contains a Heavy Cruiser backed up by Acolytes, Heavy Corvettes, Hive Frigates, and Multibeam Frigates.

NOTE

DON'T FORGET THAT BEAST HEAVY CRUISERS CAN FIRE INFECTION BEAMS.

Begin to move your fleet toward the *Clee-San*. The first opposition you'll encounter is the team of Multibeam Frigates. Wipe them out before the other ships arrive.

Switch your Multibeams to the arriving Hive Frigates, and let your Destroyers and Dreadnoughts take on the Heavy Cruiser.

TIP

LEAD YOUR ASSAULT ON THE HEAVY CRUISERS WITH YOUR DESTROYERS AND DREADNOUGHTS. UNLIKE THE MULTIBEAM FRIGATES, THEY AREN'T AFFECTED BY THE INFECTION BEAM. BECAUSE THE HEAVY CRUISER USUALLY ONLY GETS ONE INFECTION BEAM SHOT OFF BEFORE YOUR FLEET PENETRATES INSIDE ITS FIRING RANGE, HAVING IMMUNE SHIPS OUT IN FRONT EFFECTIVELY NULLIFIES THIS ATTACK.

IF, HOWEVER, A VULNERABLE SHIP IS STRUCK BY THE INFECTION BEAM, TRY TO SELF-DESTRUCT IT BEFORE IT TURNS.

PART III: MISSION WALKTHROUGHS

The next wave consists of a Heavy Cruiser, Acolytes, and a team of Ramming Frigates. After this wave, you'll have some time to move in peace.

Next up is another wave with Attack Bombers, Multi-Gun Corvettes, Multibeam Frigates, and Missile Corvettes.

That barrage is followed immediately by ACVs and more Ramming Frigates.

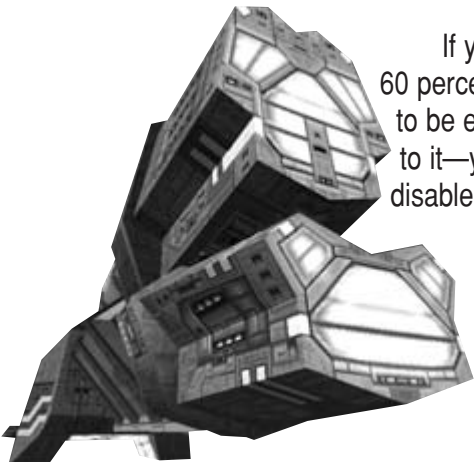
As you draw closer, you're greeted by another Heavy Cruiser and Hive Frigates.



CHECK YOUR RANGE WITH THE SIEGE CANNON.
WHEN YOU'RE WITHIN THE 50 PERCENT POWER
BAND, FIRE AWAY.

within the Siege Cannon's 50 percent power radius (about 47 km).

If you're *dramatically* too close (power is over 60 percent), back up and aim again. You don't need to be exactly at 50 percent, but you should be close to it—you don't want to destroy the *Cleo-San*, only disable her.



MISSION 16

TIP

IT'S ACTUALLY VERY DIFFICULT TO AIM AT THE *CLEE-SAN* IN THE TIGHT CLUSTER OF BEAST SHIPS. UNFORTUNATELY, THE RESEARCH SHIP IS ONE OF THE SMALLER SHIPS IN THE AREA. WHEN YOU AIM THE SIEGE CANNON, LOOK FOR THE ONE SHIP WITH A BRIGHT YELLOW MARKER.

TRUTH BE TOLD, YOUR AIM DOESN'T NEED TO BE THAT PRECISE. JUST GET IT NEAR THE SHIP AND YOU'LL DO WELL.



LOOK FOR THE BRIGHT YELLOW MARKER TO FIND THE *CLEE-SAN* AMID THE OTHER SHIPS.

Once you have the shot aimed, let her rip. It takes a while for the Siege Cannon to charge and fire. Once the shot hits, the shock wave vaporizes almost every ship in the *Clee-San*'s escort.



THE BLAST SHOULD CRIPPLE THE *CLEE-SAN* AND DESTROY ALL THE SHIPS AROUND HER, EXCEPT THE CARRIER—AND IT WILL BE LEFT QUITE WEAK.

PART III: MISSION WALKTHROUGHS

NOTE

IF YOUR SIEGE CANNON SHOT IS TOO POWERFUL, IT'LL DESTROY THE *CLEE-SAN*. WITHOUT THIS SHIP, YOUR ENTIRE MISSION FAILS.

With the successful Siege Cannon attack, this objective is complete.



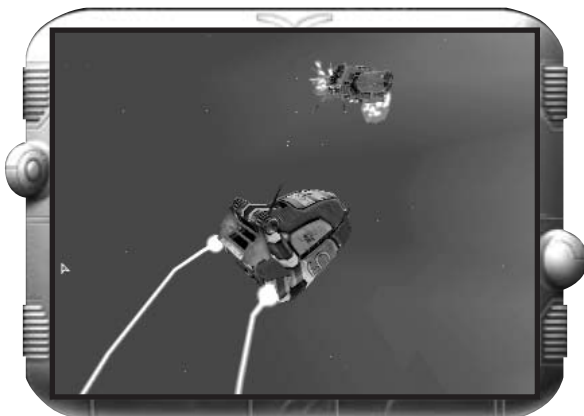
OBJECTIVE 3: DOCK WORKER WITH *CLEE-SAN*

SEND YOUR FRIGATES AND CAPITAL-CLASS SHIPS TO FINISH THE CARRIER BEFORE SENDING IN THE WORKERS. UNLESS, OF COURSE, YOU WANT TO SEE THEM ALL INFECTED BY THE BEAST.



MISSION 16

The Carrier and some miscellaneous ships are still guarding the *Clee-San*. Lead with all of your frigates, Destroyers, and Dreadnought in a single Wall formation and crush the Carrier. She may pump out a few more fighters, but they'll be no more than a minor annoyance.



GET THE WORKER RIGHT NEXT TO THE *CLEE-SAN*, AND THE PILOT WILL TAKE THINGS FROM THERE.

Once the area is clear, send in a Worker to approach the *Clee-San*. When it's very close to the ship, it automatically latches on and boards to place the phony distress call. The Worker then disengages, and you can return it to other duties.

With that, the objective is complete.



OBJECTIVE 4: HARVEST

Actually, you won't have much time to harvest. Doing so, in fact, triggers the arrival of the Beast.



OBJECTIVE 5: DESTROY BEAST COMMAND SHIP FLEET

Use the Siege Cannon as much as possible on the Beast Command Ship. Better to organize your fleet behind the Dreadnought and Carriers. They'll act as a shield against Cruise Missile attacks (they can't be infected). Escorting this wall should be a Wall formation of Destroyers followed by a Wall formation of Hive and Multibeam Frigates.



LEAD WITH THE DREADNOUGHTS AND CARRIERS, AND FOLLOW WITH SEPARATE FORMATIONS OF DESTROYERS AND ANOTHER FORMATION OF MULTIBEAM AND HIVE FRIGATES. ALL OTHER SHIPS SHOULD FOLLOW THEM.

The first wave of attackers to arrive is a pesky swarm of Recons.

Liquidate them and start marching toward the Beast Fleet (a beacon in the Sensors Manager).

PART III: MISSION WALKTHROUGHS

The main purpose of this wave is to distract you from the incoming wave of Cruise Missiles. Break off from the Recons to pulverize the Cruise Missiles.



NO MATTER WHAT ELSE IS COMING, TARGET THE CRUISE MISSILES SO THEY DON'T GET TO YOUR MORE VULNERABLE SHIPS.

As you continue to approach, the next wave brings Interceptors, Multibeam Frigates, and Ramming Frigates. Send the ACVs out to give the Rammers a big taste of EMP, then pull them back away from the Multibeams.

Following directly behind is an armada with a Heavy Cruiser, Acolytes, Interceptors, Multi-Gun Corvettes, Heavy Corvettes, Multibeam Corvettes, and Hive Frigates.

YOU'LL KNOW THE BEAST COMMAND SHIP IS GETTING DESPERATE WHEN ALL YOU SEE ARE RECONS AND CRUISE MISSILES. YOU'VE GOT HER WHERE YOU WANT HER.

As you move into Siege Cannon range, the attack waves start to dissipate into large swarms of Recons and Cruise Missiles. These can be easily handled by your Multibeams, ACVs, and Destroyers.

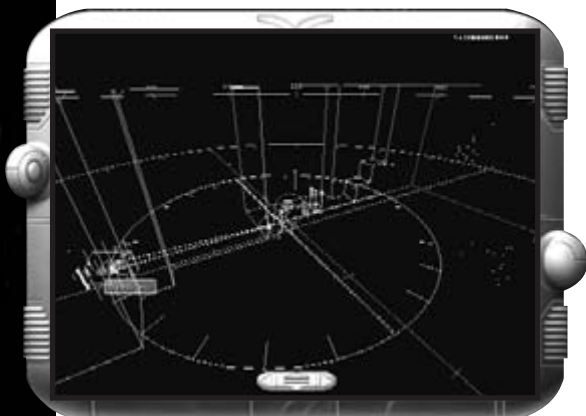


When the *Kuun-Lan* moves into a range of about 60 percent or higher, lob your first Siege Cannon shot at the Beast Command Ship. There's no need to wait until it reaches 100 percent power. Landing this and other hits allows you to deal out damage as you approach, recharging the beam between shots.

When your fleet arrives within 40 km of the Beast Command Ship, stop advancing; you don't want to be in the blast radius when any Siege Cannon shots hit.

MISSION 16





WITH THE *KUUN-LAN* IN 100 PERCENT SIEGE CANNON RANGE, HOLD YOUR POSITION AND FIRE OFF AS MANY SHOTS AS IT TAKES.

It takes about of *three 100 percent power* Siege Cannon shots to bring down the Beast Command Ship.

TIP

ONCE THE BEAST COMMAND SHIP IS SEVERELY WEAKENED, YOU CAN FINISH IT OFF WITH AN ALL-OUT ASSAULT WITH YOUR DREADNOUGHT, CARRIERS, AND DESTROYERS. ALL OF THESE SHIPS ARE IMMUNE TO THE INFECTION BEAM, SO THERE'S NO DANGER BEYOND THE COMMAND SHIP'S SHEER FIREPOWER.

DON'T SEND MULTIBEAM FRIGATES, OR YOU'LL SPEND THE ENTIRE ASSAULT FIGHTING THEM AS THEY BECOME INFECTED ONE BY ONE.

When the Beast Command Ship is no more, take all the time you need to harvest the region's asteroids and crystals.

Use this time to rebuild your fleet for the final assault. You should have a complete and balanced armada ready for the start of the final mission; there won't be time to build once you begin. Be sure you have the same basic fleet as this mission with the added necessity of a team of Leeches. Make room for them if you have to.

When the *Kuun-Lan's* fleet is ready, take the plunge into the ultimate battle.

MISSION 17: REPUBLICAN NAVAL BASE ALPHA (FAR REACHES SECTOR)

THE FINAL BATTLE IS HERE. AT THE END, EITHER YOU OR THE BEAST WILL BE LEFT STANDING. BUT MUCH IS UNKNOWN. WHAT IS THE REPUBLIC WEAPON? WHAT CAN THE NAGGAROK DO? WHAT ROLE WILL THE IMPERIALS PLAY IN THE END?

ALL WILL BECOME CLEAR AS YOU ENGAGE THE BEAST FOR THE LAST TIME. EVERYTHING YOU'VE SEEN AND EXPERIENCED COMES INTO PLAY IN THIS SEEMINGLY HOPELESS SITUATION. IT IS WITHIN YOU NOW TO EMERGE VICTORIOUS.

MISSION 17

OBJECTIVES

1. Destroy the *Naggarok*
2. Destroy the Nomad Moon
3. Disable and Destroy the *Naggarok*

RESEARCH

- ☉ Repulsor Weapon
- ☉ Inertialess Drive

NEW BUILDS

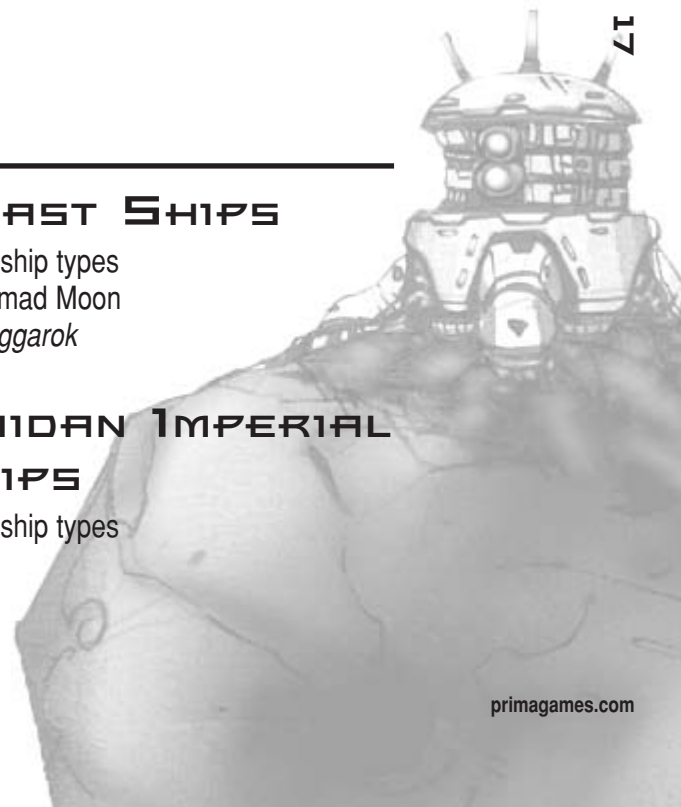
- ☉ Super Acolyte

BEAST SHIPS

- ☉ All ship types
- ☉ Nomad Moon
- ☉ *Naggarok*

TAIIDAN IMPERIAL SHIPS

- ☉ All ship types



WALKTHROUGH



OBJECTIVE 1:
DESTROY THE NAGGAROK

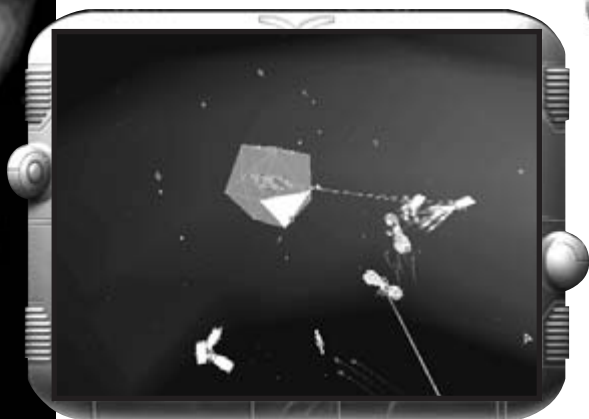
NOTE

THE FULL CAPABILITIES OF THE ALIEN VESSEL AREN'T KNOWN. ATTACK WITH CAUTION.

As your fleet arrives, two battles are raging between the last remnants of the Republican fleet and an overwhelming force of Beast ships. One battle is very near your starting position, another is more distant. Both attacks are led by Heavy Cruisers and massive support fleets.

NOTE

THERE'S A LARGE RESOURCE FIELD HERE. EVEN IF YOU'RE FLAT BROKE, DON'T WASTE TIME HARVESTING IN THIS AREA. THERE ARE BETTER OPPORTUNITIES LATER.



THE LAST REPUBLICAN SHIPS ARE IN A LOSING BATTLE WITH THE BEAST. BOW YOUR HEAD IN RESPECT FOR THEIR BRAVERY AND LEAVE THEM TO THEIR FATE. YOUR FLEET SHOULD AVOID THESE INITIAL FIGHTS.

Though it would be noble to help out the outnumbered Republican souls, strategy is better served by looking out for yourself. Set up a force field around your Command Ship and dock all smaller craft in her.

TIP

TRY TO DO AS MUCH OF THIS SET UP AS POSSIBLE
WITH THE GAME PAUSED. TIME IS VERY TIGHT.

Next, organize your larger ships. Order the Multibeam Frigates (in Sphere formation) and the Dreadnought to guard the Command Ship. Line up all the other ships behind the Destroyers.

Your first goal is to get away from the meat of the battle. If you zoom out in the Sensors Manager, you'll see a massive crystal field toward bearing 155.



SEND A GROUP OF WORKERS TO HELP THE
REPUBLICANS AND KEEP THEM ALIVE LONG
ENOUGH FOR YOUR FLEET TO CLEAR THE AREA.

To help your escape, you need to keep the battle closest to you going for as long as possible. Send a large team of Workers to repair the strongest Republic Destroyer in the battle. Over the next few minutes, check back frequently on the well-being of these sacrificial lambs.

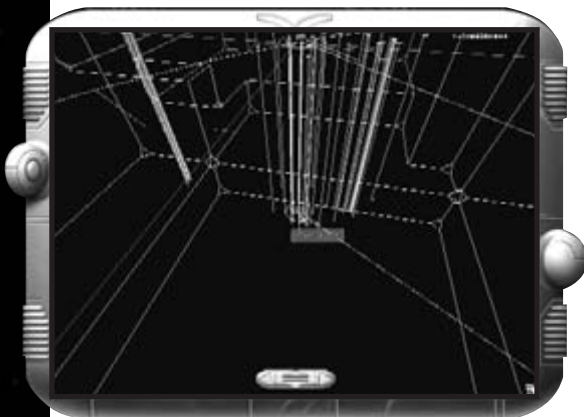
Where can you go that's safe? Just outside the field is one crystal standing all by itself; this is the landmark you should head for, your guiding star.

From your starting point, it's about 75 km away at bearing 130. Send your Command Ship and Destroyers to that location and the rest of the fleet should follow.

Keep a close eye on the battle nearest to you. As long as the Republican ships are alive, they'll hold the Beast ships in place, preventing them from following you. The Workers you sent should help.

When the battle seems about to end (only one of your Workers left), target the Heavy Cruiser in the battle with a Siege Cannon shot.

It's important to aim while the battle is still going on because the cruiser is very difficult to target if it's on the move. You need a 100 percent power shot to totally eliminate it, so make it count.



A WELL-TIMED SIEGE CANNON SHOT ELIMINATES THE BEAST SHIPS EVEN AS THEY DEFEAT THE REPUBLICAN DESTROYERS. DON'T FIRE TOO SOON OR TOO LATE.

The instant the shot flies, order the Command Ship to resume its journey to the crystal landmark. During this trip, your Command Ship may be attacked—let the escorts take care of it and keep the *Kuun-Lan* on course.

THESE PROCESSORS ARE THE MAIN RESOURCE SUPPLY SYSTEM FOR THE BEAST FLEET. TAKE THEM OVER AND YOU GAIN THE FIRST UPPER HAND.



During this journey, launch or build a Recon and send it toward the massive crystal field to scout. Almost immediately, an asteroid resource field appears below the crystal field. In it are two Processors hard at work. This is the core of the Beast's resource collection effort.

PART III: MISSION WALKTHROUGHS

With your fleet regrouped at the lone crystal, send them in attack formation to this resource field and butcher the Processors and as many Workers as you can. This field is your base of operations for the moment.

NOTE

YOU CAN NOW COLLECT RESOURCES IF YOU CAN FIND THE TIME BETWEEN ATTACK WAVES.

CAUTION

BEWARE VENTURING INTO THE CRYSTAL FIELD—REMEMBER THAT CRYSTALS ARE VERY UNSTABLE AND WILL EXPLODE IF SHOT. THE CRYSTALS IN THIS FIELD ARE SO CLOSE TO EACH OTHER THAT DETONATING ONE WILL SET OFF THE ENTIRE FIELD. DON'T BE ANYWHERE NEAR THE FIELD IF THAT HAPPENS, AND REMEMBER THAT IT MAY BE POSSIBLE TO USE THIS TO YOUR ADVANTAGE.

EVERY WAVE MUST BE DEALT WITH QUICKLY BECAUSE THERE'S ANOTHER RIGHT BEHIND IT.



MISSION 17

focused fire) you've mastered and no battle should be totally overwhelming.

Overwhelming or not, you will take losses, serious ones. Be very aware of what you've lost and what you have in production.

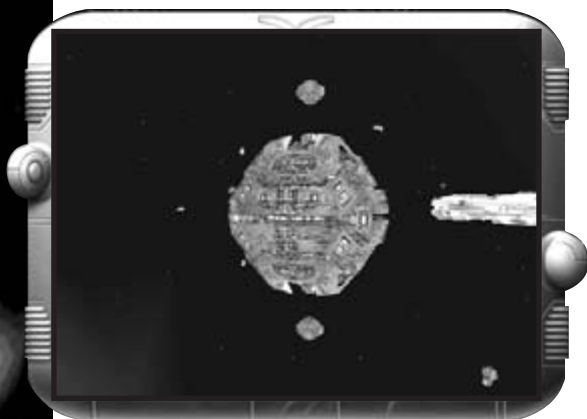
TIP

PAY PARTICULAR ATTENTION TO YOUR CARRIERS AND COMMAND SHIP. IF EITHER LOSES A SUPPORT MODULE (THEY'RE THE FIRST THINGS DESTROYED BY ATTACKING SHIPS) YOUR CAPACITY FOR A FULL FLEET IS REDUCED UNTIL YOU REBUILD THE MODULES.

Once in the field, send your Recon out to search for the *Naggarok*. Send it from the resource field toward bearing 260, about 65 km away. You'll have to increase elevation substantially during this trip to locate the enemy flag ship.

TIP

YOU WON'T WANT TO USE A PROCESSOR. WHEN CRUISE MISSILES TARGET YOUR SHIPS, THE PROCESSOR IS THE FIRST THING THEY GO FOR. ONCE INFECTED, IT'LL TAKE QUITE A BIT OF TIME FOR YOU TO BREACH ITS DISEASED HULL. THIS IS A DISTRACTION YOU DON'T NEED.



THIS MUST BE THE NOMAD MOON.

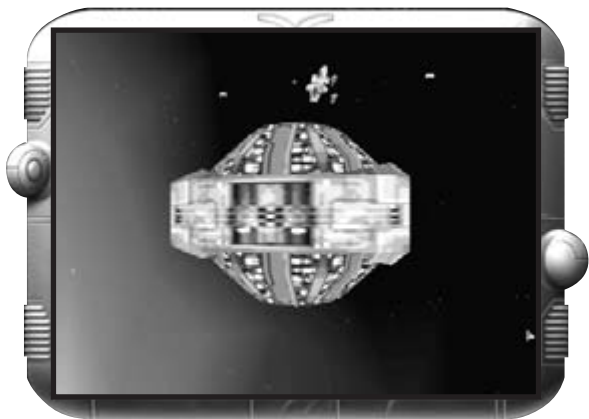
It's here that you get your biggest surprise. You've found the *Naggarok*, sure, but there's more. She's guarding a large sphere called the Nomad Moon. Obviously the Republic's proud creation has been assimilated by the Beast.

This mission objective is ongoing until the *Naggarok* is destroyed at the end of the game.



OBJECTIVE 2:
DESTROY THE NOMAD MOON

To get your large ships close to the moon, you must first disable the repulse emitters. Then you can bring in your fleet to engage the moon itself.



THE REPULSE EMITTERS IN FRONT OF THE NAGGAROK PRECLUDE ANY KIND OF ATTACK.

The Nomad Moon is outfitted with two orbs (above and below) that emit repulsor waves. These defensive weapons can repel enemy ships as they approach or even deflect a Siege Cannon shot. You'll never get a shot at the *Naggarok* while those orbs are operational.

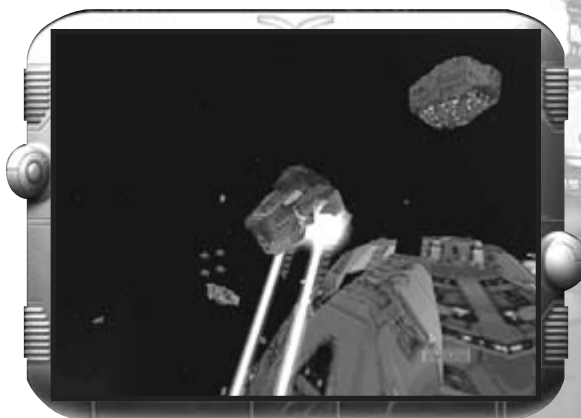
NEW RESEARCH: REPULSOR WEAPON

Readings from the Nomad Moon's repulsor emitter allow you to build your own version onto your frigates. This burst pushes enemy ships away from the weapon's shock wave and disengages any attacks, including Ramming Frigate assaults. It takes time to recharge after use. See "Ships and the Technology Tree" for more details.

You can, if you choose to go the hard way, attack the moon directly by sending your ships in two waves. The first one will be pushed back by the repulse emitters, but the second attack team will have an open shot while the orbs are recharging. This method is very difficult on any level above Very Easy.

GET SEVERAL LEECHES ONTO THE REPULSE EMITTERS TO DRAIN THEM TO DEATH. YOU'LL FIRST NEED TO DISABLE THE PROXIMITY SENSORS.

Instead, you'd be better off sending in Leeches (the more Leeches, the better) to quietly deplete and destroy the orbs.



There's one small problem, however. The Nomad Moon is surrounded by a ring of Proximity Sensors; the instant your Leeches close on the Nomad Moon, they'll be vaporized.



A TEAM OF ACVs CAN TAKE OUT ALL OF THE PROXIMITY SENSORS TO CLEAR THE WAY FOR THE LEECHES.

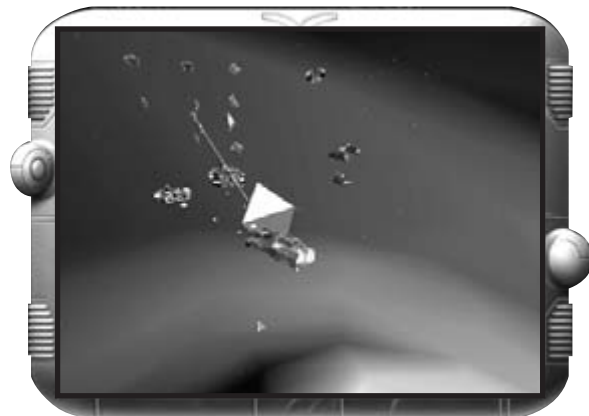
Send a group of ACVs to the area to run the gauntlet and knock out each sensor. Overall, the Beast fleet is too occupied with hunting your Command Ship to defend the sensor ring—but that doesn't mean this'll be easy. Keep the strike craft on the move and target each sensor as soon as the previous one is gone. You may or may not be able to extract these ships when they're finished.

When the sensor ring is gone, split the Leeches into two groups and send them to the orbs. It takes them some time to do their work.

While the ACVs are working, keep the Recon searching the area between your fleet's current location in the resource field and the Nomad Moon.

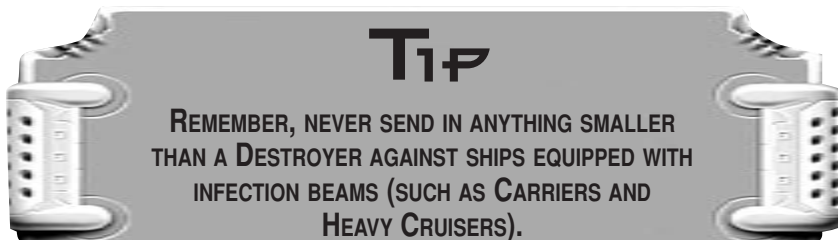
IF YOU CAN KNOCK OUT THE BEAST CARRIERS, YOU CAN DISABLE THE FLEET'S ABILITY TO PRODUCE NEW SHIPS. THE SIEGE CANNON WORKS WONDERS!

You'll eventually come across several Carriers (encased in force fields) and their small but strong escort groups. These are the sources of most of the ships you've been fending off—eliminate them and you'll be able to focus on the main task.



PART III: MISSION WALKTHROUGHS

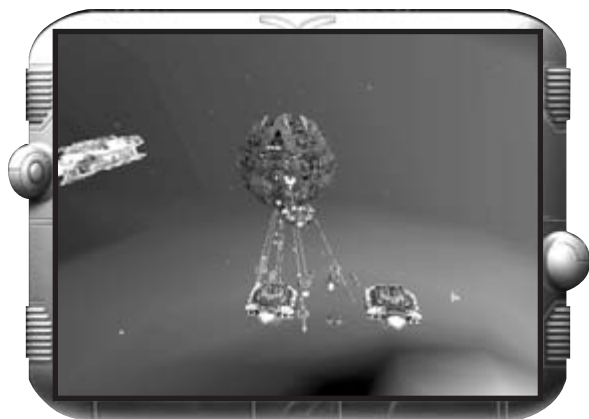
When you spot the Carriers, target them with Siege Cannon shots. Even a 100 percent power shot probably won't do the whole job, so be prepared to send in the Destroyers to mop up the mess.



That should take the pressure off.

After you've cleaned out the Carriers, you can start inching toward the Nomad Moon. You want to be in Siege Cannon range by the time the orbs are destroyed.

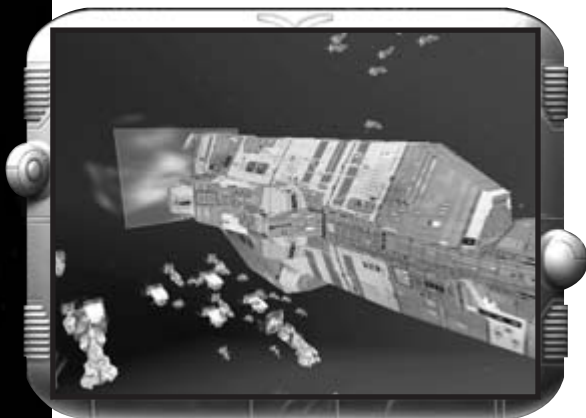
The Siege Cannon should largely eliminate all of the Heavy Cruisers and smaller craft surrounding the Moon, and it'll knock off a nice chunk of the Moon's good Health. Don't get close enough to attract its attention.



DELUGE THE NOMAD MOON WITH FIRE TO
BLAST IT INTO OBLIVION.

After the Siege Cannon shot hits, move in with a full-scale Dreadnought/Destroyer attack. While you're pummeling the Moon, the *Naggarak* won't react. Whatever you do, don't attack it yet!

MISSION 17

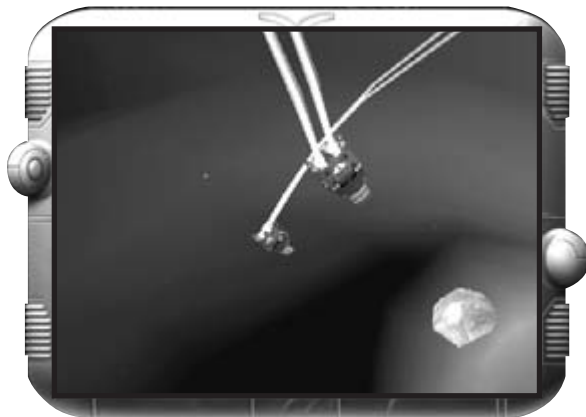


THE IMPERIALS APPEAR TO BE UPHOLDING THEIR PART OF THEIR UGLY BARGAIN.

You will, however, see a reaction from the flanks. A gigantic Imperial fleet emerges from hyperspace on one side of the *Naggarok* under orders to win your surrender or your obliteration.

From the other side, in the crystal field, a Beast fleet approaches. It's a pincer move, designed to trap you between the fleets.

WHEN THE NEW BEAST FLEET ENTERS THE CRYSTAL FIELD, BLOW THE CLOSEST ONE TO DETONATE ALL THE CRYSTALS AND EVERYTHING IN THE FIELD.



Don't worry about the Imperials yet. Send a team of ACVs toward the crystal field. Wait at the outer edge of the field until the Beast attack fleet is entirely inside the crystal field. When the big ships arrive, force-fire on the closest crystal. The resulting chain reaction of exploding crystals will decimate (if not entirely destroy) the Beast fleet.

TIP

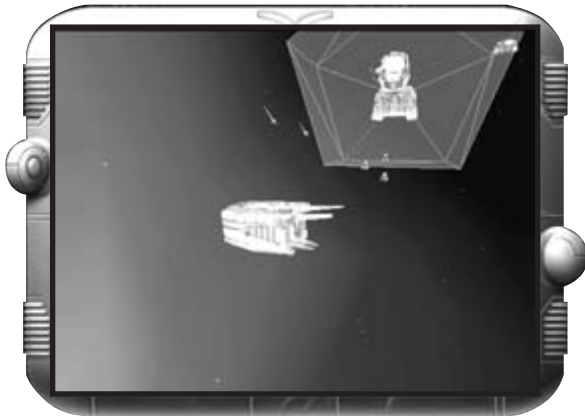
IT TAKES A CONSIDERABLE AMOUNT OF FIREPOWER TO BLOW A CRYSTAL. EITHER GIVE YOUR ACVs PLENTY OF TIME TO TARGET THE TRIGGERING CRYSTAL OR SEND MORE POWERFUL SHIPS TO DO THE JOB. KEEP IN MIND THAT WHATEVER SHIP YOU SEND WILL BE CONSUMED BY THE EXPLOSION.

PART III: MISSION WALKTHROUGHS

A few minutes of sustained fire eradicates the Nomad Moon, completing this mission objective.



OBJECTIVE 1, CONTINUED: DESTROY THE NAGGAROK



THE BENTUSI PROVE THEMSELVES BY GIVING YOU
THE SUPER ACOLYTE TECHNOLOGY.

As the Nomad Moon detonates, a Bentusi Exchange hyperspaces into your midst and gives you the technology to build their Super Acolytes. Start building as many as you can immediately!

NOTE

YOU WON'T ACTUALLY NEED ANY OF YOUR CAPITAL- OR FRIGATE-CLASS SHIPS FOR THE REST OF THE MISSION. FOCUS ALL PRODUCTION ON BUILDING ACVs AND SUPER ACOLYTES AND PROTECTING YOUR COMMAND SHIP AND CARRIERS. IF YOU NEED TO MAKE ROOM FOR NEW SHIPS, RETIRE OR SCUTTLE SOME OF YOUR DESTROYERS OR FRIGATES. WHATEVER YOU DO, DO IT FAST.

Open fire on the *Naggarok* as it roars to life. Sometime during the attack, the ancient ship will reveal its abilities. It can zoom effortlessly across the map, easily escaping any attack. Once you've witnessed this ability, a new research topic is introduced. Get it started without delay.

MISSION 17

NEW RESEARCH: INERTIALESS DRIVE

To defeat the *Naggarok*, you must understand how it moves around so quickly. Researching the ship's Inertialess Drive will provide the answer.



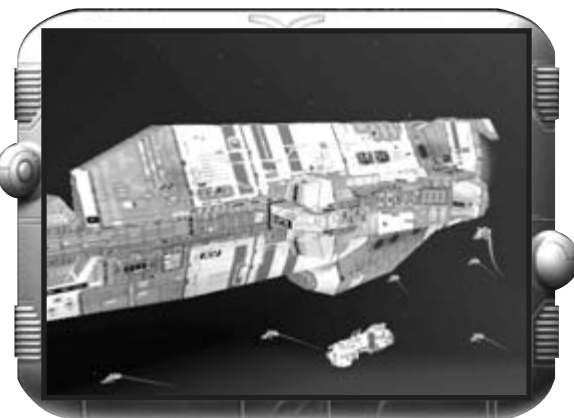
YUM! THE *NAGGAROK* CAN EAT A SHIP BY CONVERTING IT INTO ENERGY.

On the offensive, the *Naggarok* can attack your ships by literally devouring them, and sucking the energy from the ship into its own system. For the moment, there is no counterattack to this and no way to stop the *Naggarok* from zooming away whenever it likes. You're going

to have to survive until the Inertialess Drive research is complete.

Don't worry if the *Naggarok* chomps down on your Dreadnought or other large ships, you don't need them any more. Make sure though, that it doesn't get your Carriers; you'll need all the Support Unit space you can get.

THE IMPERIALS DECIDE TO BACK OFF. WHEW!



On the other flank, the Imperials decide that they've been betrayed by the Beast and call off their attack. The *Naggarok* attacks the Imperials.

When research into the Inertialess Drive is complete, this objective changes into Objective 3.

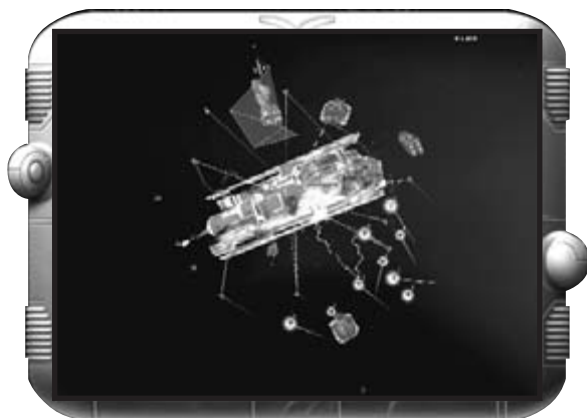
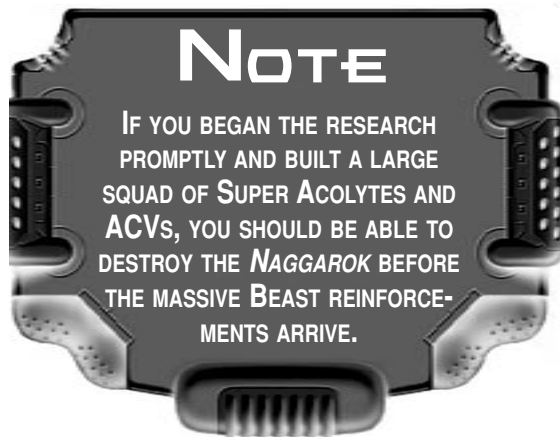


OBJECTIVE 3:
DISABLE AND DESTROY THE
NAGGAROK

PART III: MISSION WALKTHROUGHS

Our research suggests the *Naggarok* can be disabled with successive EMP bursts. Use ACVs to disrupt the Inertialess Drive. Once the drive is disabled, the *Naggarok* can't move.

As the battle rages, the *Naggarok* calls for aid. It comes in the form of a Beast fleet of biblical proportions, closing from multiple vectors. You must finish off the *Naggarok* before they arrive or you'll be totally overwhelmed.



THE ACVs DISABLE THE *NAGGAROK* WITH THE EMP BLAST, AND THE SUPER ACOLYTES POUND THE SHIP INTO DUST.

Group your ACVs with the Super Acolytes and hit the *Naggarok* with an EMP blast. While it's disabled, unload with the Super Acolytes. The little ships pack a ton of firepower in their ion beams. You should only need to immobilize the *Naggarok* once or maybe twice to get the job done.

When the *Naggarok* is destroyed, the objective, the mission, and the game are thrillingly complete.

MISSION 17